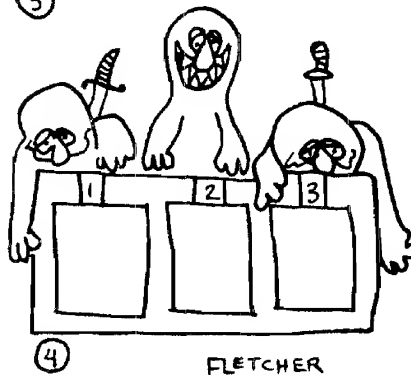
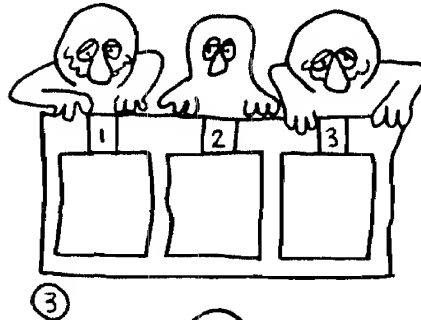
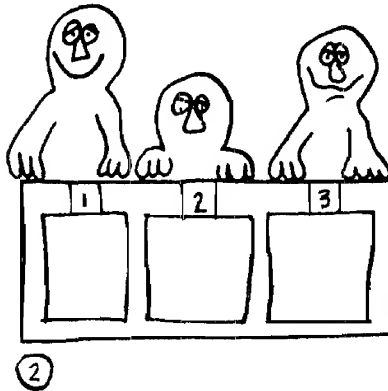
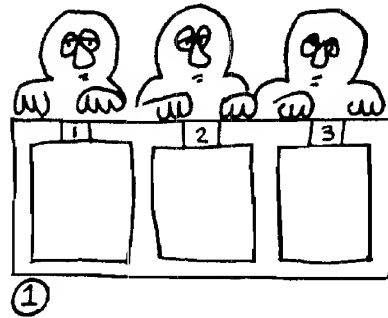


"WILL THE REAL DIPLOMACY PLAYER PLEASE STAND UP ?"



FLETCHER

DIPLOMACY WORLD

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DIPLOMACY WORLD is a bimonthly magazine on Diplomacy(R)*which is edited by Walter W. Euchanan, R. R. #3, Lebanon, Indiana 46052, telephone (317) 482-2824. It is sponsored by Games Research, Inc., and the International Diplomacy Association. Its purpose is to give a broad overview of the postal Diplomacy hobby by printing articles on the Diplomacy scene and on good play, presenting the Hoosier Archives Demonstration Game with expert analysis, listing rating systems, publishing letters to the editor and listing game openings and zine news. In short, anything of a general interest to the Diplomacy community is fair game for DIPLOMACY WORLD. Subscriptions sell for \$3.00 a year (\$1 discount to IDA members if it's specifically requested). All back issues are available for 75¢ each. (Indiana residents add 4% sales tax). Paid pre-publication circulation this issue: 310+.

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I. D. A.

International Diplomacy Association is an organization you should join. As postal Diplomacy grows, it will more and more be the IDA that will be looked toward to hold things together. IDA was formed as a service group when it became apparent that single individuals could no longer provide effective hobby-wide services by themselves.

Already, the IDA sponsors the Calhamer Awards, publishes an annual handbook on Diplomacy, maintains a replacement player registry, and subsidizes the Boardman Numbers and the Miller Numbers as well as the Orphan Games Project.

This democratic group conducts annual elections to determine the members of the Council, the body responsible for carrying out IDA business and services.

In addition to all the above advantages of membership, you receive Diplomacy Review, the organization's newsletter. To join IDA, just send \$2 in annual dues to me, the current Vice-President/Treasurer.

FORWARD

DIPCON VII is over and we're back at Cow Pastures getting out a slightly delayed issue. Gordy Anderson is to be commended for hosting an enjoyable DIPCON with close to 100 Dippy fans in Chicago, most of them from the postal hobby. Carol will have a full biased report next issue!

We are actively soliciting articles for the next issue. The articles that went into the new IDA Handbook drained our morgue. We hope to get out the next issue early in October, so please send in your contributions ASAP. We also need artwork since Mike Lind is cutting back on his hobby activities. What we especially need are the 4" x 4-6" (before reduction) one-shots. Dark black lined drawings on white paper are OK. There's less humor in this issue than we'd hoped. Humorous articles are always welcome. For that reason we retained some press in the HA demo game but we had to drastically edit it due to space limitations. If you want the unedited account, subs to HA are 26/\$5 but we don't solicit them. By the way, the complete set of HAS covering the Lion's Game is available for only \$5.

Our cover may look vaguely familiar to some of you old timers. We've decided to continue reprinting covers from old Dippy zines to sort of bring back the good old days of postal Diplomacy. The cover is reprinted from Dan Brannan's Wild 'n Woolly #50 of 16 April 1966.

In "News of the Realm" you'll note a change. It's been noted that the main problem with DIPLOMACY WORLD is that it only comes out bi-monthly. There's no way to get around that due to time limitations, so the next best thing is to make the news as current as possible within this time frame. So we're borrowing a trick Rod Walker used in Pontevedria. We're listing separately all known game openings as of a certain date and then giving more detailed information on zines that you might find of interest. This way you can get a fairly current picture of the hobby.

Incidentally, we'd like to help acquaint novices with the hobby by providing them with a copy of DIPLOMACY WORLD for the price of postage, i.e., a 10¢ stamp. Thus, we'd appreciate it if all publishers would announce to their readers that upon request and a stamp, we'll send them a sample copy of DIPLOMACY WORLD.

And now the biggest news for last. Starting next year, GRI will assume ownership of DIPLOMACY WORLD in the tradition of Avalon Hill's GENERAL. The goal is to provide an information service for all the publishers and players in the hobby. For the immediate future, I will be retained as Editor. (Oh groan!! CA)

If a figure appears in the space below, this is what you owe to fill out your sub for the rest of the year. An "X" means this is your last issue until remittance.

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WRAP UP

THE OLD AND NEW LIONS GAME -- 1973 B1

The supply center chart below represents the skeletal record of one of the best-played games in postal Diplomacy history. Mike Rocamora's brilliant win can probably only be compared to Brenton Ver Ploeg's winning of the Average Aces Game in 1973. Mike made masterful

use of diplomacy, both through letters and the telephone, to win over an expert field. When his victory was obvious and the rest of the board united against him, he made use of flawless tactics, too, to save the day.

		01	02	03	04	05	06	07	08	09	10
AUSTRIA	(Arnold Vagts)	5	5	7*	6	6	3	4	4	5	6
ENGLAND	(Edi Birsan)	4	4	3	1	-					
FRANCE	(Mike Rocamora)	5	6	6	8	9	10	14*	16*	17	18
GERMANY	(Randy Eytwerk)	4	5	7	9	9	9	10	9	7	7
ITALY	(Len Lakofka) ¹	4	4	4	5	5	3	-			
RUSSIA	(Peter Rosamilia)	6	5	4	2	2	3	-			
TURKEY	(Allan Calhamer) ²	4	5	3	3	3	6	6	5	5	3

¹Eric Verheiden from S02

²Rick Brooks from S10

Note: An "*" denotes that for some reason a unit was not built although the necessary supply center for doing so had been acquired.

To show specifically how Mike won, we are happy to present very good commentaries from 3 of his chief opponents. We had hoped to get a commentary from Mike, too, but our pleas fell on deaf ears. However, I think you will agree that the 3 commentaries below pretty well tell the tale.

The correspondence which some of the players were kind enough to send me agrees with the following published reports. In summary, the key to Mike's victory appears to be this. He first made a long-term alliance with Randy Eytwerk to play for a 17-17 draw. This made it easy for them to knock out Edi Birsan in the west while the east got bogged down in a 2-2 situation. Once Edi was eliminated in 1905, however, the east could have still forced a 6-

way draw (assuming Mike or Randy didn't throw the game to one or the other) with a plan worked out by Eric Verheiden.

Mike made use of his masterful diplomacy, however, to convince Allan Calhamer that he could do better by stabbing Verheiden and Vagts, and that he in return would stab Eytwerk, thus altering the status quo in both sectors. Mike then held off on his stab until Allan's stab had ruined the chances for an eastern stalemate. He then stabbed Eytwerk in 1907 at just the critical moment, thus assuring his victory in the west and in the whole game. Throughout the game he made masterful use of both diplomacy and tactics.

Now to the commentaries:

COMMENTARY FROM CONSTANTINOPLE

by Allan B. Calhamer

At the start of the game, I knew I had the disadvantage that I had not played postal Diplomacy in a few years; consequently, I did not know how each player played. Also, when players are in more than one game together, they can develop tacit multi-game alliances, which the player in a single game cannot do. The game was accepted subject to these difficulties, which, however, were never overcome.

I opened by offering a three-way alliance of Turkey, Austria and Russia. Austria would have been given some measure of security by a Turkish policy of building only fleets. The 3 would have expanded against Italy, Germany and England. France, which bordered all those three and none of the alliance, would have been in effect an ally by virtue of his position alone, so

that if the three got together against us, they would still be outweighed 4-3--and they might never get together.

These three-way alliances are relatively easy to set up in person, where all three can participate in the same conversation. In a postal game, however, they are pretty hard to set up because of the number of different agreements that have to be made among the three separately located players.

Things never came to that, however, because both Russia and Austria turned the alliance down cold and each asked me to join him against the other.

Italy then opened with a Lepanto Opening, which put additional pressure on Turkey and ef-

fectively precluded any opportunities for Turkey until late in the game, if at all.

I had anticipated both the Lepanto Opening and an Austro-Italian "super-power," and consequently had asked France to open with an anti-Italian variation, but he declined to do so.

In a short time, it appeared that the board had divided with France and Germany free to pull England apart quietly in the northwest, while Italy and Austria slogged forward against Russia and Turkey in the southeast. Russia had been crippled by skirmishes in the north. Also, Austria and Italy were cooperating more closely than Russia and Turkey, throwing all their stuff at us while we were conservatively standing each other off in the Black Sea.

It seemed obvious to me that France and Germany would get much the better of this arrangement, winning a 2-1 war while the southeast tended to deadlock 2-2. Then, of course, they could be expected to enter the southeast with superior force, threatening to win the game, and, incidentally, taking out Austria and Italy first, since they would not arrive at Turkey. Therefore, the 2-2 division of the southeast was bad for all four countries concerned.

Since Russia and I were both under seige, we were powerless to alter the situation by action. All I could see to do was to suggest, as many times and ways as I could, that Austria and Italy, who alone actually had flexibility in the area, act against France and Germany. Of these, Italy had much the better chance of success and great security in doing so. Consequently, most of my correspondence throughout the game was with Italy. By and large, it has to be termed a total failure.

Both Italy and Austria took the line that neither of them would violate any alliance, anywhere, any time, under any set of conditions. For all I know, they may have actually adhered to this policy as stated. Furthermore, Italy had tied himself up for a preposterously long time (for this game): he had alliances running five and six years ahead, which is to say, 10 or 12 moves. Bearing in mind that each move actually involves 34 pieces, in 10 to 12 moves there may be 340 to 408 moves of separate pieces. Throughout all of these moves, with all they might imply by way of changes in the balance of power, Italy was going to maintain to the letter agreements by which he had given up all his flexibility of policy!

Finally, because the actual expiration dates of these agreements were secret, the parties themselves would know exactly when to start renegotiating them; consequently, they would be likely to be further extended. Any outsider wanting them to be left to lapse would be likely to put in his arguments either too soon or too late for maximum effect. Thus, Russia and I huddled in our dugouts while Austria and Italy battered at us and France and Germany grew and

grew.

I had never before played against anyone who simply refused to play the balance of power. Of course, they are entitled to play that way, and it might work sometimes, although it failed here just as I expected. If that is the way the others are playing, that is the way you have to accept them to work with them. I did the best I could. Almost the only thing I could think of to do was to try to change Italy's entire philosophy of the game, so that is what I tried to do.

It seems to me now that, in general, if there are players in the game who refuse to play the balance of power, they will tend to act so as to favor any country which gets big early in the game (because they will not turn against him on that account, as other players will). Therefore, if there are such players in the game, it may be better to try to grab all you can as fast as possible. Since you can leave your frontier with one of them completely unguarded, you can concentrate everything on another frontier, take some gains without fear of retribution in the rear, then come back with power to deal with the permanent alliance type. This course is exactly the one followed by Rocamora as France.

It also seems to me that a lot of the diplomacy is taken out of the game this way, and that the early diplomacy gains enormous importance. It seems to me, then, that the game is not as interesting this way, but if it worked, I suppose my complaint would be considered mere sour grapes. However, France won the game, and he did not keep all his alliances, and it was he who won all the Italian supply centers.

Italy and Austria both also seem to have applied different standards to France and Turkey. At a time when Turkey had only three pieces, blocked off by Austria with SEVEN pieces, Italy was still afraid to let up on Turkey in order to swing against France because he was afraid that Russia and Turkey would sweep through Austria and overwhelm him! He did not seem to have any fear that France would sweep through England and then overwhelm him, nor did he seem to care, particularly. His last days were spent wavering between fighting for his centers and giving them undefended to France.

Early in the game, Austria rejected the proposed three-way alliance because he was worried about what would happen after the initial successes. Italy, his very close ally, however, did not seem to show the same concern over what would happen after France's initial successes when he allied with France.

Of course, I believe that Italy and Austria, even after allying with each other, should also make other alliances, and that these alliances cannot be made in such a way as to guarantee safety after the ally has had successes elsewhere, or simply, "You gotta ally with somebody." However, the same considerations applied

equally to Turkey and France, with Turkey the great threat to Austria and France the greater threat to Italy.

Italy tried to solve the problem of the 2-2 deadlock in the southeast by redoubling his efforts to knock Turkey out. This was a desperate attempt, considering the speed with which France and Germany were taking out England, but it was better than nothing.

In my one great play of the game, I talked Germany into letting Russia live so that Russia could give me the one frail support which enabled me to hold Italy off. Germany definitely played best in so doing, but he was very difficult to convince anyway. He had probably the best winning chances at the time, or perhaps only equal to France, but if Austria had knocked me out, he would have gained 3 units from my territories, plus the release of four units then doing duty against me, a total of seven additional units which could and probably would have been deployed against Germany.

This reasoning finally got through to Germany. He had good chances of descending on Austria successfully after England was knocked out, but those chances would have been completely out the window if Austria had increased his available forces on his northern flank by seven units!

Italy finally gave up battering Turkey and turned to face the French threat. He devised a complicated but accurate stalemate line employing the pieces of Italy, Austria, Russia and Turkey. I agreed, and he and Austria began moving away from me to take up the necessary positions. Since certain moves were also required of myself, I had to decide right away whether to cooperate or to attack these two countries in the rear. The choice was between a probable six-way draw, or a fight with a possible three-way draw in the offing, with remote winning chances.

The point was that after the stab, Turkey would be surrounded by broken countries--Russia, Austria, and Italy--which could be absorbed in time. The major difficulty was the France and Germany were already quite big and there was no guarantee that I could get them to fight. I believed I could; Italy, I know, did not expect it.

In deciding whether to try for the probable six-way draw or fight for a three-way draw, the caliber of the Italian correspondence was a factor militating in favor of the fight. The double standard applied to France and Turkey, the unwillingness to check France in time, and the inflexibility of the Italians have been noted.

In addition, we received such undiplomatic messages as, "I am prepared to keep up the pressure as long as it takes to persuade either you or Rosamilia to stab the other or, failing that, for Vagts and myself to take you to pieces ourselves," "I'm really afraid that you're out of luck," "I have to admire your persistence, but

let's face it...Turkey has yet to even survive an HA game to date," "England is going under already, to be followed--if not preceded--by Russia and then immediately thereafter by you," "there would be at least a chance that you might be able to change my mind and thereby be able to survive the game to a minimum, but I doubt it," "Hope you're having better luck in your Big Brother game" (which I won), and "Your inane (that's the only word for it) Stab-the Austrian letters."

You can imagine how six years of that stuff sounded in the Turkish dugouts. Rosamilia felt the same way about Vagts, inasmuch as Vagts sent me a letter in which he referred to Rosamilia as "a slimy bastard," apparently, from context, Vagtsian for anyone who stabs Vagts. Of course, at the right time I xeroxed the letter and sent it on to Peter. Then as the stalemate line began to form, I advised Peter that the day we had been waiting for was drawing near.

Of course, the stab should have been against Vagts only. It is a rare game in which you can stab two countries at once, successfully. Italy should have been kept whole to stand in the path of France; he certainly was no longer any threat to me. I sent in a set of moves in which I stabbed Austria only. Then Rocamora made a phone call in which he urged me to stab Italy too. He said he would not attack Germany unless I stabbed Italy.

I supposed I should have bluffed him down and hoped he would attack Germany anyway. Instead, I sent in new orders attacking both countries, in order to get the Franco-German war. I suppose Rocamora simply beat me in this diplomatic exchange and put his win on ice right there. You have to admit he deserved the win, because he was doing everything right.

I knew that France had an agreement to divide the board 17-17 with Germany. During the negotiation over the future of Italy, I thereupon arranged a 17-17 division of the board with France myself. Better a conflicting agreement than no agreement at all--after all, he might keep an agreement he has, but he won't keep one he doesn't have.

Over the telephone, I hinted broadly to Germany that he was not the only party who had divided the board with France, and I urged him to be prepared against the French attack. After all, I had to have them fight, but I did not want either to win. Eytwerk, however, seriously trusted Rocamora to the end, and did not seem to feel particularly competitive about the whole matter until after I lampooned that attitude in a cartoon published in Hoosier Archives.

By that time, it was so late that there was little we could do. We prepared, however, to make a common battle against France. Russia was geographically impossible to keep around because he had no section of front against France, so we took him out quickly. We tried to do the same

thing to Austria, but miscalculated, and he proved too tough to get rid of.

Thus, we wasted time, and were forced to negotiate three ways and communicate with California in order to fight the last battle. We had 18 units to Rocamora's 16, yet our division was poor. Too late, we realized we needed armies just a move or so further north to hold Berlin and free the new Berlin fleet for Scandinavian service.

The result impressed me with the power of the single country to defeat allies, even when the allies are cooperating closely, although Germany's lack of fleets was probably not normal for that type of position.

A tough, interesting game, with several dramatic moments. The philosophical dialogue with Italy, while failing in its immediate purpose, was thought-provoking and worthwhile in a larger sense.

COMMENTARY FROM ROME

by Eric Verheiden

As those who have been following the game may know, there was a time when the game seemed almost certain to end in a six-way draw. Needless to say, it didn't; Calhamer and his puppet ally Rosamilia launched a stab against Vagts and myself in Fall 1906 which effectively ended all chances for a draw and led inevitably to Franco-German dominance of the game, and, as it turned out, a French victory.

After the stab, Vagts and I acted predictably; we became puppet allies of Germany and France respectively and set out to destroy the players who had ruined our chances. As it turned out, Calhamer's tactical play left two of the centers he had taken virtually indefensible. One was retaken immediately by Vagts, the other was retaken later by Rocamora. This left a net gain of two centers, in return for which Calhamer and Rosamilia lost two allies, all realistic chances for a draw of any sort and eventually the game. As the foregoing was fairly predictable, the question arises: why on earth did Calhamer do it?

There are at least two possible explanations. First of all, Bytwerk and Rocamora were circulating a threat at around that time to have one of them throw the game to the other should the stalemate be established. At no time did Bytwerk or Rocamora go so far as to carry out their threat and the subsequent action of Rocamora strongly suggests (as indeed I have been told) that the whole thing was a bluff. Theory one would have it then that Calhamer was thoroughly taken in by this rather obvious ploy, to

the extent that he couldn't even wait to see if the threat was more than so much hot air before launching his stab.

The second explanation is more simply and perhaps closer to the truth. The prospect of a six-way draw could have left Calhamer unimpressed, figuring that he could take advantage of Vagts and myself further and negotiate his way out of the path of the Franco-German juggernaut bearing down on him. This opinion has some confirmation in the fact that shortly after the fall moves, I received a letter from him suggesting that he take over tactical control of the "alliance" (which previously I had more or less exercised). The very transparency of his ploy was astounding; it is difficult to believe that two powers are still committed to a draw when they have just stabbed you to prevent it!

In any event, from that point on, I was determined to stop Calhamer at all costs. I knew a stalemate in the situation Calhamer faced was impossible without the Italian centers. Hence, I determined that if anyone would get them, I would see to it that Rocamora did. This eventually proved to be the case. As for the much-vaunted war Calhamer was so anxious to promote between France and Germany, it occurred, as I suspected it would, when one side or the other saw a winning advantage, one which no eastern power would be in much of a position to interfere with.

COMMENTARY FROM VIENNA

by Arnold Vagts

Since this causes me to break a cardinal rule (as compared to a sparrow rule), namely that all correspondence go by postcard (8¢), please credit my account for 2¢ (and I hope you get your 2¢ worth).

The last few moves have been academic (Allan and I agree on that, only our methods of dealing with it differ)--Germany was not able to stop France in the north even though Allan did so in the south. When Allan resigned, I decided to go ahead and take Rumania in an attempt to get second, but Rocamora was so happy with his German pawn he let him have it. Nuts.

In the beginning (well, if it's good enough for God and other fairy tales, it's good enough for me), I tried allying with Turkey or Russia against the other while getting non-aggression from Italy. Turkey kept trying to suck me into a triple alliance (Russia-Turkey-Austria) and attack Italy. I do not like this alliance structure for strategic reasons: Austria gets eaten very fast in the middle game (remember, Austria is eliminated more than any other coun-

try); also I had a good working relation with Lakofka by this time (had he been hostile, I'd had no choice but to join the triple alliance I suppose and I assume Allan tried unsuccessfully to promote this).

Turkey never would agree to attack Russia (he fooled me here into thinking he was honest, loyal, obedient, etc. which set me up for stabs later), but Russia finally did agree to attack Turkey (after much effort on my part). I was to support him into Bulgaria and naturally he stabbed me. It was a stupid stab since I had risked nothing; he gained nothing from it except my undying hostility. What I think happened was that he really was going to attack Calhamer but that evil Svengali influenced him after my spell wore off. I never considered him worth negotiating with after that (I could never be sure that someone else would write him just after I did). Perhaps this is cruelly harsh for one wavering move but he gave up a sure supply center (Bulgaria), "won" my animosity, and made no gains (or even potential gains), so I don't understand any possible reasons except the one I proposed. In his defense, Calhamer also persuaded Eytwerk that they could eliminate me and still get a 3-way draw much later in the game, which was also crazy (to anyone capable of tactical analysis). Anyway, England ate it and Lafkoka dropped.

Well, things did not look good for me with my only ally dropping, the western alliance very strong, and Austria vs Turkey and Russia. Verheiden took over Italy and through extensive negotiations, we formed a strong alliance to stop the Eastern powers from wiping Austria out (he had no illusions over where he stood after Austria was gone despite anything Calhamer might have said). I told Italy we could stop Russia and Turkey indefinitely (in fact, we actually made gains and would have taken them without outside interference), but warned him he had better make sure he was strongly allied with France since either he or Germany was next on France's list.

Unfortunately, Italy was next. France tried many times to get me to attack Italy, all unsuccessful; we were good allies to the end. I tried to persuade France to attack Germany which was about as successful as his attempts to persuade me. I had written Germany about the delights of ripping off Russian territory while I was keeping him busy in the south and he did so for whatever reasons. He stabbed me (one of two) in F04 by supporting Sevastopol, thus preventing me from taking it. This forced an extra player into a possible eastern stalemate. Smart.

Verheiden had an excellent stalemate worked out (Italy, Russia, Turkey and Austria) in F06 to which I agreed and Calhamer also agreed. This sounds like a big stalemate, and it is, but given that Austria and Italy wouldn't break up and neither would Turkey and Russia, it was all

that was left to stop France and Germany. Turkey's "excuse" for his F06 stab of Italy and Austria was humorous (the usual PhD doubletalk). I affirmed my allegiance to Italy and suggested we had no choice but to revert to our old anti-Turkish-Russian strategy, let the loss to France and Germany be on Calhamer's head. Even funnier is Allan's next letter which attempts to persuade me that my poor position (F06) is not due to his stab but to my gullibility in letting "hysterical" Verheiden talk me into it. There is much humor there.

Given that I would not attack Italy and join the Turkish-Russian alliance, I did about the best that could be expected; they were never able to grow and this was directly attributable to Austria. My failures were mostly strategic; I was not able to get Turkey or Russia to join me against the other and I was unable to persuade France to attack Germany rather than Italy (France made the correct choice). The strategic success was with Italy and to some extent Germany. Turkey finally did stab Russia (F07) and eliminate him but this was more on his own than anything due to me; perhaps he was disappointed with Rosamilia's tactics or just saw an easy elimination.

I sent a detailed letter to Calhamer and Eytwerk in W07 pointing out that we had to immediately ally to prevent France from winning and that my assistance in such an endeavor was essential. They both agreed to my plan and AGAIN stabbed me. Boy, Calhamer was right, I am gullible. In my own defense, I might point out that the stab was not well founded since what I had said was true and the stab only threw the game to France.

Apparently Calhamer the magician persuaded Randy that they could eliminate me and still stop France. Dreamer. They immediately acknowledged their error and asked me to join them to stop France. Naturally I was somewhat skeptical. Allan again rationalized his stab and has some interesting comments regarding Verheiden. My opinion at this point (F08) was that France had a tactical win due to Germany pausing to attack me. However, after taking Bulgaria (F08), I went along with their attempt to stop France. This was unsuccessful, I think, because it came just a little too late.

Calhamer and I continually frustrated each other, Germany was too trusting of France, Birsan and Verheiden were victims of circumstances directly (Italy) and indirectly (England) due to the strategic conflict between Turkey and Austria. Rocamora made all the right moves at the right time and certainly deserved to win. I don't know how I could have replayed it--I still wouldn't go for a three-way alliance with Turkey and Russia (at least not as Austria) and my stalemate analyses (and Eric's) were correct, I think. I enjoyed the game and learned a little about the players.

EXCUSE NO. 2

by DENNIS KLEIN

Sitting here at my desk staring at my calendar filled with deadlines for PBM Diplomacy games, and after thumbing through the first two copies of DIPLOMACY WORLD, I decided to give The Great Lagerson Diplomatic Excuse Contest a whirl.

To set a few things straight, I have never come home late from a face-to-face game, so I was never pressed to have an excuse for my tardiness. But knowing my little (size nine shoes) woman as I do, I can unequivocally state that it is not the excuse that keeps the bandages on the shelf and the iodine in the bottle. It is the buttering up you do before you embark on a face-to-face game which counts.

The best way to soft soap the light of your life is not with a dozen flowers or some other outlandish item or event, but by just relieving some of the tension and pressure of her daily routine. Before going off to work, you get up earlier and make breakfast. If you happen to get off early or you have a day off, get down on your hands and knees and scrub the kitchen floor--then make dinner for you and your love. (Or maybe those last two should be reversed.) When

WANTED TO BUY OR BORROW

The following zines are still needed in at least xerox form for the archives. I would prefer to acquire originals but will be happy to xerox your original if you want to keep it. With your help in acquiring the zines below, the archives will be complete.

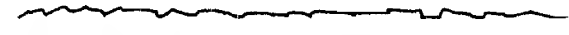
Adanack 8; Aerlion 1, 3; Alternate Reality 8; Amalric 6; Angbad 1-4; Attention 1, 46-47; Barad-dur 1.5, 40.5; Earfy Blue 2; Elack Spot 1-4; Bolverk 1, 3, 6; Book of Stab 15; Bulletin 2; Calcutta Chronicle I, 1-2; Carmilla I, 6, 12; Comet 1-2; Corsair 7, 15; Crush 41; Dolchstoss 1-2, 4; Domination 10; En Passant 44; Evening's Empire 1; Flash 1; Fredonia 24-25; The Gaming Record "I," "II," "III," 1, 3-5; If I, 2; I'm God 2; Johnus 1, 9; Little Orfan Annie 11; Marsovia 13; Meskin Memos 7-12; Mini Rigot 1; Miskatonic U. 1.39; Mush 8; Norstrilla Notes 25, 27, 29; Novgorod 1-2; O. J. 6, 10; Our 'Enry 11; Pen & Sword 1-4; Pendulum 1, 6; Phrederick the Great 7; Platypus Pie 29; Polaris 3; Polaska I, 5, 8; Rohan 1-2; Ruritania 8, 33; Spald Jr. I, 2; Stoned I, 1; Tales From the Black Forest 1-5, 7; Thulcandra 24; The Torrey Triennial Terrapin/Turtle/Tortoise 9; Ummaqumma 2 on; Voice of the North 26; War Bulletin 2; Wild 'n Wooly 4; Windsor Weekly Wrag VI, 2-6; VII, 3; World War III, 1; Your Albert 1.

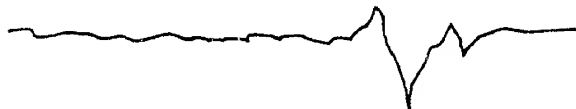
your little doll asks you to finish the lawn or do other yard work, don't sleep in your hammock--do it! Then when you're done, take a bath before nuzzling up to her. As a topper, start and finish all those projects you've been saving for a free day. Patch the fence, oil the screen door, and wallpaper the basement. Remember, it is all for your benefit as well as hers.


All these suggestions and more you can do to help you partner in life be a little more thankful for your presence. And if that fateful night should occur, and when you try to sneak in at 3 AM, and she's sitting there with an expression on her face like Attila--a cupboard of dishes at hand--remind her of all the nice things you've done. You just may save yourself a hospital visit. But if all else fails, and she has a pot in her hand she's ready to make a pitch that would make Sandy Kofax look like a little leaguer, before it's too late, get down on your knees, clasp your hands together, and resort to that age-old, never-fail (you hope!) standby--

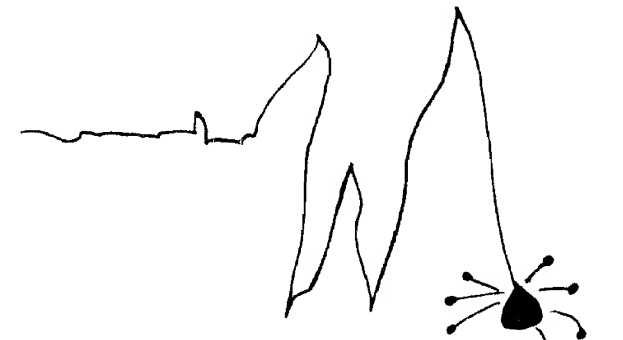
Aw, c'mon, Mom, I'm not that late!

DIPLOMACY WORLD NEGOTIATES BY POLYGRAPH

1. 
Hi. My name is Dan Gallagher.

2. 
I'd like to be your ally.

3. 
No., I won't move to the Channel.

4. 
Sure! I always tell the truth. *RCW*

THE FINK VARIANT RULE

by HOWARD MAHLER

By adding this rule to regular Diplomacy, one gets an interesting and unusual variant. As for those curious cats out there, the name Fink Rule refers to an abandoned variant on the Mob in New York City in which the idea was that a criminal could turn State's evidence. So now, brought back singlehandedly from deepest, darkest Brooklyn, we present for your amusement and perusement, the Fink Rule.

Each spring the Fink may send in an order such as "I fink on Ionian Sea," but only one such order per spring. If after the spring moves, excluding retreats, a unit of the "right victim country" (the victim country is chosen when you become a Fink) is in the correct space, then that unit is dislodged. The Fink, rather than the owner of the unit, may now choose among the legal retreats, other than off the board. If the unit has no legal retreats, then it is eliminated.

Please notice that when I refer to the correct "space" I mean "each province or body of water" as defined in the 1971 Rule Book. Thus, one could fink on Spain without specifying North or South Coast. If a unit was forced to retreat by a military action that spring, then it may not be successfully finked on. A Fink may not repeat a finking order which was successful (caused a unit to be dislodged) for him at any time in the past. Naturally, if a Fink should be eliminated (owns no more supply centers), then he loses his right to fink. Optional Rule: Even after losing all his supply centers, a Fink continues in the game with full finking powers. In other words, a "phantom fink" can come back from the grave to haunt you.

Being a Fink is like being the President's friend--they each have their disadvantages. First and foremost, the Fink may never build any units. This includes the winter he becomes a Fink. However, since he may try to become a Fink and fail, he may send in build orders that winter. These will only be executed if he fails to become a Fink. (See below on how to become a Fink.) Secondly, the Fink's units may not successfully receive support from another player's units. However, since the Gamesmaster is supposed to try to keep the Fink's identity a secret, he will only reveal that such a support was unsuccessful (for example, by /ngf/ = no good fink) if said support affects the adjudication.

How does one achieve the honor of being shunned and reviled by your fellow rulers? During any winter season, a player may give the order, "I want to turn Fink against _____," where the blank is filled in with the name of the country. The Fink will only be allowed to fink on this country's units. If there's no Fink at that

time and the player is the only one to ask to become the Fink, then he does so. If the former Fink is eliminated one winter, then a player can become the new Fink that same winter. If, by some outbreak of mass insanity, more than one player wants to become a Fink, the one with the fewest supply centers gets the honor. Ties are broken by a random method.

When someone becomes a Fink, the GM will not reveal who the Fink is but will only announce that there is a new Fink. Naturally, he'll inform the new Fink of his new status. The Gamesmaster will only reveal a finking order when it's successful, and this is the first you'll know about which country has been turned fink against. The GM will also announce when a Fink is eliminated during the winter. He will not say who the Fink was, so if more than one player is eliminated in the same winter, you may never know. So in general, you can't be certain of the identity of the Fink, unless he's eliminated or a military situation is affected by the Fink's inability to successfully receive support from another player's units. If you abandon the secrecy concerning the Fink's identity, the finking rule can be used without a Gamesmaster.

Just as it's the rich and the poor who pay no income taxes, so they are the ones who may want to turn Fink. First, there's the player whose country is so shrunken in size that all the player wants is survival and/or revenge. Secondly, there's the powerful player, for example, with 13 or more units and driving for a win, who is strong enough to foresake the privilege of building units. He may turn Fink either to prevent others from doing so at a later date or for the tactical advantage the finking order brings. To say the least, the finking order can be pretty useful in breaking a stalemate line. By the way, there's nothing to stop a Fink from winning since the object is to control 18 supply centers and not to have any fixed number of units.

In the modern world, smaller countries are constrained by the big powers, who in turn are constrained by the threat of nuclear war. Thus, we get the modern concept of limited wars. Similarly, with the Fink Rule, there may be consequences of trying to eliminate a country or of otherwise going too far. Since a player can threaten to become a Fink against a certain country, the finking order adds a new weapon and thus a new dimension to the diplomatic negotiations. Finally, the Fink Rule heightens the chance of enjoying the sweet taste of revenge. In other words, it's fun and after all, that's the whole point of playing the game.

Comments are appreciated. Howard Mahler, % Math Dept., Princeton U., Princeton, NJ 08540

VARIANT INFORMATION

The following five variants are available for 25¢ each or all for \$1.50 (\$1.00 for IDA members) in the anniversary issue of The Pouch, which includes many other Diplomacy articles, from Nick Ulanov, 60 E. 8th St., New York, NY 10003.

DIPLOMYOPIA, by Colin Hemming, is a variation of KRIEGSPIEL DIPLOMACY. The basic idea, limited intelligence so that players generally "see" only their own units, has been conceived of independently by many players. The two-page mimeo rules basically clarify points about the "visibility" of opponents' convoys, supports, etc.

THE DOWNFALL OF THE LORD OF THE RINGS AND THE RETURN OF THE KING, by Hartley Patterson is the latest of the unbalanced Tolkien variants, and perhaps the best from the standpoint of realism. The players include Elves, Dwarves, Gondor, Rohan, Sauron, Saruman, Umbar and Gandalf. Multiple armies and special powers for some pieces (such as the Nazgul) are included. The rules are not complex (2 pages long), and fairly clear. The game illustrates once again that one cannot design a game faithful to the situation in The Lord of the Rings and still come up with a balanced multi-player game. The situation is basically for two "players," the good and the bad, and no amount of fudging can really change that without doing violence to "realism."

WARS OF THE ROSES, by Roger Sandell, is a fairly conservative variant. There are five English players plus Scots and French players coming partially from off the board. There are just over 40 centers on the two-page board. I'm not familiar with what the British think of the game.

EXCALIBUR, by Kenneth Clark, recreates the Germanic invasions of Britain beginning in 450 A.D. Players are British, Picts, Scots, Saxons, Angles, Jutes, Frisians. The latter four begin off the board. This makes it difficult to balance the game, but I cannot say how well the designer has done without playing myself. The number of centers and spaces is about the same as in regular Diplomacy, and there are few rule changes.

THE 30 YEARS WAR VARIANT, or 1600, by Paul Neumann, is not the same as the TYW played in Europe. There are 9 major powers: Austria, Denmark, England, France, Ottomans, Poland, Russia, Spain and Sweden; and six minors: Bavaria, Brandenburg, Palatinate, Saxony, United Provinces and Venice. The game can be played with major powers only. The designer is more interested in a realistic game than in a balanced game, with consequent differences in strength and position, and a uniform victory criterion for major and

by LEW PULSIPHER

minor powers. There are some special build centers, and some powers have home centers spread around as in ANARCHY, but the game is largely conservative. There are 83 supply centers. Map and rules for this and all the above are reasonably done mimeo. Map for this variant is four pages, 8 x 11.

RANDOM PARALYSIS DIPLOMACY, by Dave Kadlec, is in Impassable #38, 25¢ from John Boyer, 117 Garland Dr., Carlisle, PA 17013. Just as provinces are randomly eliminated in BLACK HOLE, orders are paralyzed or neutralized in this game. This is not completely random, since players may negotiate to determine good numbers to assign to their units. Each unit-order is assigned a number, from one to ten, and units with the most often used numbers are neutralized (unordered) for that turn.

SLOBBOVIA is not a new variant, but since it is a perpetual game (even new rules and board changes are being added), it's worth mentioning here. This is an old variant which began as a face-to-face game but was transferred to postal play about 2 years ago. The essence of SLOBBOVIA is press, not conquest. In fact, it's virtually impossible to conquer even a majority of the centers, let alone the whole board, because each player must assign sub-rulers for half of his provinces, and commanders for many of his military units, who may revolt at will. Players may build railroads, an interesting rule which

THE WONDERFUL BROAD WORLD OF DIPLOMACY



"Man, don't ever play DIPLOMACY
with a member of the DWA!"

might (minus the possibilities for revolution) be applied with good results to other games. Most of the rules are unique, and the flavor of the game is itself unrelated to any game I know of. For rules, write to Charles Sharp, 506 W. College Ave., #3, State College, PA 16801. Currently there are at least 15 players, but more are needed.

SPECULATION is a rewrite of ELITZKRIEG DIPLOMACY. Players give orders for all seasons of a game-year at one time, though orders are adjudicated in the usual manner. Rules are in Obsession #6, Larry Zehnder, PO Box 24872, Los Angeles, CA 90024.

SWITZERLAND DIPLOMACY, by Peter Shamray, is in Obsession #9. "Switzerland," including a center in North Africa and two in Switzerland, is added to the regular board, along with a few map changes. The rules and map of my copy, and apparently of others', are very difficult to read.

HYBORIAN AGE DIPLOMACY I, by Gary Gygas, is a reprint of an old variant. This depicts the world of the famous sword and sorcery character Conan. Players are Aquilonia, Turan, Stygia, Nemedia, and Ophir-Koth-Corinthia. Fleets and Knights move two spaces per turn, and Knights are double strength. This game also uses Army/Fleets rather than convoys. There are 40 centers. The map is 2 8 x 14 mimeo pages. Available for 20¢ from Lewis Pulsipher, Rm 114B, Graduate Center, Duke U., Durham, NC 27706.

SER OPTIONALS I, by Scott Rich, introduces "paper" units and variable size units to standard Diplomacy. The former are units without strength which may nevertheless act as decoys and even take centers. The latter rules provide for multiple armies and fleets, from a strength of one up to as large as you can make it (which could be about 100 if you used every space on the board). Available in Blood and Iron #31 for 20¢ from Lewis Pulsipher.

ALGERNON DIPLOMACY, by Thomas Galloway, includes a GM-designed map which players must explore as they expand. As a player enters a new space he receives information about it and about routes out of it from the GM. This is another unique game. Rules 20¢ from Thomas Galloway, 237A Regulus, Va. Beach, VA 23454 (photo-offset) or in Blood and Iron #31.

ANGLO-SAXONACY, by Lewis Pulsipher, is an old variant which I just got around to publishing. It is based on the "Heptarchy" of powers which dominated Britain in the early Middle Ages. Seven players, 37 centers, standard rules. Printed in Blood and Iron #32, 20¢ from Lewis Pulsipher.

DIPLOMACY: A WORLDWIDE HOBBY

I.D.A. - JOIN TODAY!

TERMINAL SHORTHAND

by LEN LAKOFKA

The material presented in Terminus is required for any rating system more complex than the Calhamer Point Count Rating List. Terminal Shorthand can be used for country evaluations and histories and the simple rating list above. The uses of Terminal Short Country Evaluations must be thoroughly understood by the player before he begins to make use of the data.

To begin we must realize that just about any firm alliance can work if the people in it do not stab one another. Therefore, just because a certain pattern of eliminations, survivals and survivals in strength has occurred in the past with more frequency, less frequency or has not occurred at all does not mean that the particular game in which you are playing will conform to the majority opinion or that it will blaze a new direction in the play of the country that eventually wins. Each game is unique. Poor players, missed moves, players who will take survival, players who are of the "strong second" school, etc., all affect the final result as seen in the individual game records or in the overall summations.

The data in Terminal Shorthand, therefore, must be looked at with an eye to what "opening" was in vogue for the winning country? Why did a pattern work in the past? What pattern could produce the result you want? If a particular country is eliminated with high consistency (or survives in strength) what causes that result? Is there something new that could produce a different result?

On the other side of the coin, by looking at Terminal Shorthand you can see which patterns have worked. If you can see why they have worked, then you can move your diplomacy in the direction that produces a favorable result for your country. More and more you will realize that the key to winning a game is not what your country and immediate ally(s) will do in 1901-1904, but also what the other alliances are doing in 1901-1904. You are not playing your country in a vacuum! If a result that is unfavorable to you in middle or end game is occurring, then you must move tactically and diplomatically to see that it does not continue or that its effect can be stemmed or reversed!

In the 28 wins of Italy that are listed in Terminal Shorthand we see Austria eliminated 24 times, surviving with 1 center once and surviving in strength the other 3 times. Germany has never been eliminated before 1906 and Turkey is almost always the next victim. France either is

eliminated, survives with 1-6 centers or survives in strength. For the 28 wins, therefore, a pattern is clear. But that does not mean that some other pattern(s) does not exist! It means that no one has found a pattern other than: (1) eliminate Austria or Turkey early on, (2) pick up the winning centers from France most often, (3) ally with France or Austria can be workable with reservation, (4) Germany should be allowed to survive into middle game to provide a north-south balance so that Italy can accomplish his goals in the south.

Why does that pattern occur? Other countries do the same thing in different ways. The idea is to balance the portion of the board opposite or adjacent to you with another strong player. Turkey and England use each other or an adjacent country (Russia for Turkey, France or Germany for England), France and Russia use each other and Italy uses Germany which is opposite him north to south. Austria and France are his adjacent power allies. Austria can use England for his opposite and Italy, Turkey or Germany for his adjacent (Russia too). Because of Italy's position (and that of Switzerland!) Italy needs a balance country for opening game more than any other country. If Germany goes quickly, some other power comes sweeping into Italy's sphere of influence too soon, before Italy is ready to thwart the attack. That has been the pattern in the past and we can see why it has been so. That doesn't mean that Italy might not Munich in 1901 and eventually win. Italy could do it given the right diplomatic atmosphere. The creation of the atmosphere is up to you, the player!

THE LEPANTO OPENING

The Lepanto (as introduced by Edi Eirsan some 2 years ago) has begun to find favor with more and more Italians. The advantages and disadvantages of that opening are also coming to light. The basic Lepanto is this: Ita--F Nap-Ion, A Rom-Apu, A Ven H; Aus--F Tri-Alb, A Bud-Ser, A Vie-Bud (or Gal); then Ita--F Ion C A Apu-Tun, A Ven H, build F Nap, Aus--A Ser S F Alb-Gre. In S02 Ita--F Gre-Aeg, A Ser-Gre, A Tri S A Bud-Ser (or some continuation to prevent the fall of Greece and Serbia while getting F Gre-Aeg, coupled with F Ion-Eas, F Nap-Ion. In F02, F Ion and F Eas C A Tun-Syr while F Gre (Aeg) spars with Turkey.

The point of the attack is to get behind Turkey and attack him in Syria with repeated supported attacks. The convoy might try for Smyrna or F Eas might try for Smyrna. F Eas-Smy, F Ion-Eas is not as good a continuation unless Austria built to be able to secure the Aegean or in case Turkey has his fleets split. The idea is for Italy and Austria to cooperate versus Turkey while Russia is neutral or hos-

tile to Austria, but not hostile toward Turkey, unless a firm agreement of aggression versus Austria has been secured for the post-Turkish (clean up) campaign.

It must be noted that the atmosphere for a Lepanto must be near perfect. If England and France and Russia are destroying Germany, Italy dare not attack Turkey because France will come upon him before the builds from the Turkish conquest can repel the French. Italy must have back up agreements with England if France is not the subject of a western attack and a back up agreement with Russia if Austria and Russia are joining in the attack of Turkey. These back up agreements, however, are fraught with great danger! While Italy will survive because France and/or Austria will be prevented from attacking Italy, a major corner power (Russia or England) will be growing in strength! Thus a new foe is being created which Italy will have to deal with later.

Why does Italy need a back up against an Austrian attack? If Russia and Austria attack Turkey along with Italy, it will be Russia and/or Austria that gets first blood in Bulgaria. Also, those two countries have the best play for Constantinople and/or Ankara, whether either or both of those centers fall before Smyrna or not. Thus Italy will get one center at best from that three-power campaign and his army and fleet are a long way away from his homeland! If Austria decides to play to Tyrolia and has Trieste during 1902 or 1903, Italy will find himself hard pressed to continue. In one case Austria will overrun him. In the other, Russia will become too strong! Thus when Italy does Lepanto, Russia should be distracted elsewhere.

What will distract Russia? A German-English alliance operating against France and Russia will keep Russia and France busy while Italy and Austria blitz Turkey. It is very important for Italy to try to keep Germany alive in the early years. Germany can attack Russia and/or France and/or keep one or both of those countries occupied. This is to Italy's great advantage. If Germany dies very quickly, then Germany's attacker may turn in such a way as to attack Italy in middle game or will become too strong for Italy to challenge in the end game. You see Italy MUST plan ahead to be successful! He must look at immediate alliance structures, middle game prospects and end game possibilities for those last 2-4 centers needed for victory. The Italian boot is crucial to many eastern locked-up situations and many powers will try to enter the boot to insure at least a draw or to lock up their own victory.

Italy, if it does elect a Lepanto, must take great care. In like manner, if a Lepanto is not chosen, the same general priorities must hold fast. If Italy stabs Austria at the onset, he must do so knowing that Turkey and Russia are (or will be) at war. If he does not, the Russo-

Turkish steamroller will, likely as not, just keep going. If Italy gets a Russian ally against Turkey, he must take steps to see that Russia is checked. This can be done by a strong England, France or Germany. Thus a point will develop where Italy will be dominant in the south, Russia in the east and someone in the west. The dregs of Turkey and a western power will still exist. Italy must promote war between east and west while staying as friendly to both (or getting something from both). If Italy chooses Austria first, he can then Lepanto into Turkey when Austria is dead!

What if Italy chooses France first? This campaign is much more difficult. Austria and Turkey are Italy's major foes and they have to be at war with one another. An Austro-Russian alliance versus Turkey, while Germany and Eng-

land take France might do well. Again you must look to middle and end game. A middle game with Italy, Austria, Russia, Germany and England will result. Two of those powers must be eliminated (or greatly reduced) as end game is entered. Going for England and Austria, or better, England and Russia, would give Italy the best end game prospects. If Germany and Austria are the targets, Italy can pit England versus Russia but the battle is a hard one. England's strong corner position will hurt you too much unless you play perfectly. Anything is possible but take the line of least resistance.

Please notice that a medium strength Germany is generally good for Italy. It keeps people off of Italy's back. Italy IS the hardest country to play, and will stay so as long as Diplomacy is played by mail.

THE ITALIAN WINS

Game #	Winner	Years	C.G.	A	E	F	G	I	R	T
71DN	D. Beyerlein	10	.70	15	-9	-7	1	18	-6	-5
65H	J. Smythe	11		11	-4	2	2	19	-4	-3
65D	J. Pournelle	12	.83	10	-7	-3	-10	19	5	-4
72EU	M. Rocamora	09		-4	13	1	-8	18	1	1
70EK	W. Buchanan	10		-6	13	-4	-9	18	2	1
69Y	R. Rosenfield	12		-10	8	-3	5	18	3	-4
670	J. Beshara	13		-3	7	3	2	20	2	-6
69GH	S. Cairns	11		-6	7	4	2	19	2	-6
68EA	B. Mebane	11		-4	8	-5	1	17	-6	8
68CW	T. Eller	14	.85	-12	-14	16	-6	18	-14	-6
65P	H. Reinhardt	22		-18	-14	13	-12	17	-8	4
71DQ	L. Lakofka	10		-4	-4	13	-7	18	3	-9
67U	F. Clark	28		-7	-6	-4	17	17#	-27	-28
67J	L. StCyr	09	.78	-6	-8	-3	14	15	4	1
69CA	J. Power	11		-4	-5	1	11	18	4	-6
65I	J. Smythe	10		2	-8	-7	10	17	4	1
67AG	J. Munroe	06		-3	3	-6	10	18	3	-6
72BR	W. Buchanan	05		-3	3	4	9	18	-5	-5
72CL	J. Oliver	10		-6	-10	5	8	20	1	-5
71AC	L. Pulsipher	13		1?	-13	-7	9	15	9	-7
67N	G. Prosnitz	10		-3	2	-10	-10	20	12	-5
69EV	B. Labelle	10	.70	-3	-8	4	-8	18	12	-7
70E	J. Beshara	12	.25	-2	4	-5	-12	18	12	-6
70AO	F. Calabri	18		-5	-12	-8	1	18	-6	15
67AE	C. Reinsel	09	.94	-3	6	4	5	19	-4	-8
69CE	R. Tulp	5?		-3	2?	6	6	12!	8	-5
70W	B. Ward	10		-3	4	3	4	17	6	-7
72FO	J. Boyer	08		-4	5	-6	7	18	3	1

A sample entry might read:

77JM	Prince William	08		-2	8	-5	-7	18	-3	8
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This would be the shorthand for the results of 1977JM in which Austria is eliminated in 1902, England survives with 8 centers, France is eliminated in 1905, Germany is eliminated in 1907, Italy (as played by Prince William) wins with 18 centers in 1908, Russia is eliminated in 1903 and Turkey survives with 8 centers.

C. G.--the fraction of the game in which the player played as a substitute.

In this listing there are 28 Italians wins in which 22 (78.56%) occurred with one other major power surviving in strength, 2 (7.14%) occurred with two other major powers surviving in strength, and 4 (14.29%) occurred with no other major powers surviving in strength.

KING DIMITRIOS & THE

I do not quite know why I am sitting here writing this when I could be out having a good time, but I have a bone to pick. It is with those people who, when they find themselves without allies and losing centers, just throw in the towel, or less dramatically, crawl into the woodwork.

NMR! NMR! The sound of a surly crowd chanting, "Civil disorder!"

I relinquish the floor, briefly, to the old poet of the city (Alexandria) who said it so much better.

KING DIMITRIOS

Not like a king but an actor he put on a grey cloak instead of his royal one and secretly went away. --Plutarch, Life of Dimitrios.

When the Macedonians deserted him and showed they preferred Pyrrhos, noble King Dimitrios didn't behave --so it was said--

at all like a king.

He took off his golden robes, discarded his purple buskins, and quickly dressing himself in simple clothes, he slipped out-- just like an actor who, the play over, changes his costume and goes away.

In the original Greek, it rhymes.

I believe we can find a successful analogy here to tournament bridge. It often occurs, in a two session match, that a bridge pair gets off to such a bad start they know it is useless to play the second half. Their best form cannot retrieve the losses from their early mistakes. Yet they do play--it is the rarest of exceptions to find a pair dropping out--and not just because they have already paid their money. They know that they owe their opponents good competition all the way through. They realize what an annoyance it is when a pair does not show up in the evening. And they know that on those occasions when they are doing well, they can expect and depend on their opponents to be present to the end and give them a fair and honest fight.

It is not because of the fact that bridge is played face to face. With so many players, each pair is pretty much anonymous aside from the stars, and no one could point a finger at dropouts. I believe it is that the players have developed a respect for the game, and for the other players whom they have joined in competition. Sadly, there is no similar level of respect among players in Diplomacy. It does not matter that Diplomacy engenders suspicion and bitterness; there is a wealth of deception and foul play at the bridge table, too. (Anyone familiar with psyche bids will know what I mean.) The IDA and GMs have discussed this problem ad nauseum, with blacklists, lockouts,

DROPOUT by STEVE HALL

and all the other big brother tommyrot. Why can't we simply push for a higher level of respect and concern for fellow players among our diplomatic brethren?

And if moral suasion isn't enough, I will offer this. I am playing in a game now, as England, which is currently into Fall 1905. As the year ends, I find myself reduced to two units. I have not had an ally since the fall of 1902. And in my current position, I can guarantee surviving until the end of 1907. Meanwhile, Germany has just been eliminated and Turkey will die in 1906. (Turkey is in civil disorder. NMR, NMR!) I never had more than four units, and every move since 1902 I have been attacked by at least one enemy. It takes more than luck to last that long. I credit reasonable tactics and sagacious diplomacy for my survival. And let me tell you I learned enough about tactics to write my own book and have enough left over to teach my enemies a few things.

A further example. In another game, I am Russia. On the opening move, I am attacked by Turkey, Germany and England, while Austria asks me why the hell I am in Galicia. But then England walks all over Germany and I talk Turkey into switching and going against Austria. It is now 1905 and Austria is dead; I have seven units. But this is not the point of my example. When Germany was down to one unit I wrote him and said, "Look, I have nothing against you personally. I liked your letters. Why don't you join me as my mercenary in a three-way alliance with Turkey?"

So, for the last four moves, he has done everything I said, and more, he sends me lengthy tactical summaries every turn which dovetail nicely with my diplomatic efforts. He is having a ball with his one unit, and may well find himself part of a three-way draw!

The lesson is clear. Don't go into the corner and pout when your neighbors turn against you. Hang on, fight for every province, and keep trying to play your enemies off against one another. But do it honorably. Somebody just might pick you up as a useful pawn, which is a lot better than being a dead king. As long as you stay alive, you have another season to try to bargain in. And who knows, maybe one of your enemies will miss a move, NMR!, and you can pick up with his ally and wipe him out.

Even when there is no hope at all, have a little respect, no, a lot of respect for your enemies, your fellow players. You might need one of them in some other game. It is not so very hard to keep sending in moves for two or three units for a few more turns, and there is a great potential for education in even a losing position. If you fight me tooth and nail until I wipe you utterly from the map, you will sure as hell have gained my respect.

VARIANT DESIGN

by LEW PULSIPHER

In order to make room for other variant material, I am making only brief comments. This is a semi-reprint: it is currently available (for 20¢ from the designer at 237A Regulus Ave., Virginia Beach, Va. 23454) but it has not been distributed through any zine. The designer's objectives, briefly stated, were to use the map for Earthsea, a world created by Ursula K. LeGuin in a well-known fantasy trilogy, and to increase the importance and uses of fleets. An interesting note is that rule #5 is superfluous, but the Diplomacy group that Thomas is a part

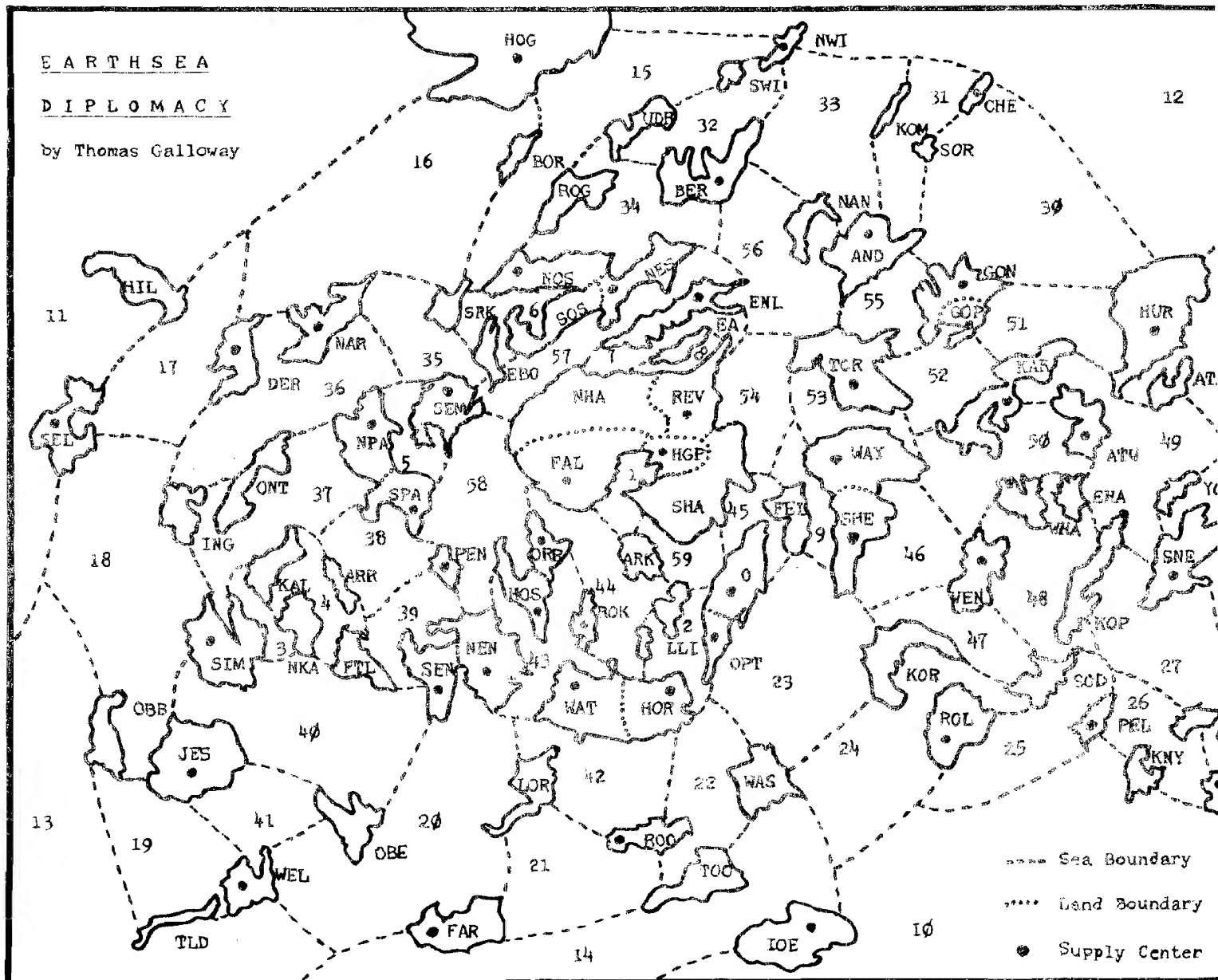
of believed that an unsupported attack disrupted a convoy. Part of the impetus for designing the game may have come from a rule misinterpretation!

Submissions for this column should be sent to me at 423 N. Main St., Bellevue, Mich. 49021.

1. All of the rules of regular Diplomacy apply except as noted below.

2. For n supply centers owned, a player may have n armies and fleets. He may also have $n/2$ (rounded down) additional fleets (the total of fleets and armies may never exceed $3/2 n$).

3. Fleets move in the same manner as they do in regular Diplomacy, except that they may never capture supply centers. Example: the presence of an enemy fleet in a home center only negates its ability to build; it doesn't capture



LAND SPACES

AND Andrad
 ARK Ark
 ARR Arrins
 AST Astowell
 ATN Atnini
 ATU Atuan
 EER Eereswek
 EOR Eorth
 CHE Chemish
 DER Derhemen
 EA Ea
 EEO Eboasskil
 EHA Eastern Hand *
 ENL Enlad
 FAL Fallorn *
 FAR Far Sorr
 FEL Felkway
 FTL Faltuel
 GON Gont
 GOP Gont Port
 GOS Gosk
 HGP Havnor Great Port
 HIL Hille
 HOG Hogen Land
 HOR Hort Town
 HOS Hosk
 HUS Hur At-Hur
 ING Ingat
 IOE Isle of the Ear
 JES Jessage
 KAL Kaltuel
 KAR Karego-At
 KNY Kornay
 KOM Komokome
 KOP Koppish
 KOR Korp
 LLI Llien
 LOR Lorbanery
 NAN North Andrad Isle *
 NAR Narvenduen
 NEN Northern Ensmer *
 NES Neshum

NHA Northern Havnor
 NKA Near Kaltuel
 NOS Northern Osskil *
 NPA Northern Paln *
 NWI North Whale Isle *
 O O
 OEB Obb
 OBE Obehol
 ONT Ontuego
 OPT O Port
 ORR Orrimy
 PEL Pelimer
 PEN Pendor
 REV Revnia *
 ROG Rogm
 ROK Roke
 ROL Rolameny
 RCO Rood
 SEL Selidor
 SEM Semel
 SEN Southern Ensmer *
 SHA Southern Havnor *
 SHE Shelieth
 SIM Simly
 SNE Sneg
 SOD Soders
 SOR Sort
 SOS Southern Osskil *
 SPA Southern Paln *
 SRK Sorresk
 SWI South Whale Isle *
 TLD The Long Dune
 TOO Toom
 TOR Torheven
 UDR Udrath
 VEN Venway
 WAS Wasny
 WAT Wathort
 WAY Way
 WEL Wellogy
 WHA Western Hand *
 YOR Yor

SEA SPACES

1 through 6 **
 7 Sea of Ea
 8 through 12 **
 13 South Reach Ocean *
 14 Great South Shoals
 15 through 17 **
 18 The Dragon's Run
 19 **
 20 The South Reach Sea *
 21 through 22 **
 23 The Closed Sea
 24 **
 25 The East Reach Sea *
 26 through 30 **
 31 The Allernots
 32 through 36 **
 37 The Toringates
 38 through 42 **
 43 The Ninety Isles
 44 The Inmost Sea
 45 Felkway Bay
 46 Maymarsh
 47 through 51 **
 52 Gontish Sea
 53 The Torikles
 54 through 55 **
 56 The Jaws
 57 Osskil Sea
 58 The Pelnish Sea
 59 Eavor Straits

the space.

4. A fleet or army may convert itself to the opposite type of unit by writing an order to move to one of its home centers with the word "change" appended to it. If the move succeeds, then the unit is immediately replaced by one of the opposite type. This is the only way a fleet may move to a land space and capture it (but then it's really an army).

5. A convoy operation is not interrupted unless a convoying fleet is dislodged.

6. When an army must retreat, and there are not land-connected spaces available, any friendly fleet (or string of fleets) may convoy that army to another island space (exception: a fleet who is itself retreating may not perform this maneuver). This string of fleets must be as short as possible (i.e., if a retreat route of one fleet exists, a player may not elect to

retreat via two fleets). A fleet may convoy more than one retreating army. It does not matter what type of move the fleet(s) performed on the previous turn. Aside from his own fleets, other "friendly" fleets are those so designated by other players (verbally in FTF, written in the previous move for postal play). Specific orders to convoying fleets are not needed. The retreat order for the army is sufficient.

7. If a convoyed army hasn't enough strength to carry out its attack (not enough support) or if the convoy is disrupted (see #5), it is said to have "failed." As in regular Diplomacy, that army must return to its place of origin; or, if so specified in the move, it may land at an intermediate space (alternate debarkation point) accessible to one of the convoying fleets.

For each convoying army, a player may sup-

ply a list of spaces, one for (and accessible by) each fleet in the convoy, which will be used as alternate debarkation points should the move "fail." There need not be a space listed for every fleet in the convoy, but there is a maximum of one for each fleet.

If the move "fails" the army lands on the first available alternate, starting at the "failure" space and working back to the place of origin (of the army). This is considered as part of the normal move (not retreating), but selection of the alternates takes place after all other moves have been resolved. If more than one convoying army tries to land at the alternate, neither lands, and both continue in their list of alternates. If all of the alternates are taken and the place of origin is taken, then the army executes a retreat from the place of origin. (See #8 for special retreat for convoying armies.) When an army goes on a convoying operation, it leaves the space it came from open--even if the convoy operation fails. So a single army may move into that spot (without support, barring no other attempts on that space) while the army is attempting the convoy operation.

EXAMPLE: a. KOR - WEL (OPT, HOR, WAT, OBE)
b. 23 c (a)
c. 22 c (a)
d. 42 c (a)
e. 21 c (a)
f. 20 c (a)

The army at KOR is attempting to convoy (via fleets at 23, 22, 42, 21 and 20) to WEL. Alternate debarkation points (specified in the order of the convoy) are OPT, HOR, WAT, none for the fleet in 21, and OBE. Now, if the move fails for lack of support, the army goes to the first open space among OBE, WAT, HOR, OPT and KOR (the order is important). If the move fails because the fleet in 42 was dislodged, then the army goes to the first open space among HOR, OPT and KOR.

8. Special retreat for convoying armies. If an army attempts a convoy operation and that operation fails, all alternate debarkation points are taken, and someone has moved into his place of origin, then he must retreat. Since he is considered to have left his place of origin, the retreat takes place from a fleet. The fleet it retreats from is the closest one to the place of attack from which there is an uninterrupted line of undislodged fleets (of the convoy) back to the place of origin. In other words, as far as the convoy carried it. From that fleet the army retreats in the same fashion as mentioned in #6.

EXAMPLE: Consider the two failures in the previous example. In the first one, the fleet from which the army would retreat would be 20. In the second it would be 22.

9. Units from the same home country may execute a swap maneuver as long as both indi-

vidual moves would succeed. Swaps involving different players are never allowed.

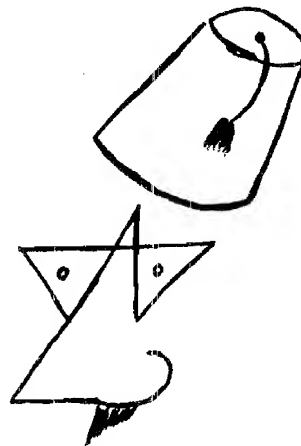
10. The game can accomodate a variable number of players. The players/gamesmaster should decide upon the allocation of home centers to suit the number of players and their desires as to the type of game to be played. "Historical" allocation of home centers tend to be very unbalanced (not that it is undesirable--some like it and some don't), whereas the following arbitrary 5-6 man version is wide open and quite balanced. Sample allocation: The North Reach (HOG, BER and NWI), Kargad (KAR, ATU, and HUR), The East Reach (PEL, ROL, and IOE), The South Reach (FAR, WEL, and JES), The West Reach (SEL, DER, and NAR), and for a sixth position if needed, Havnor (HGP, FAL, and REV).

11. Victory conditions: Have 34 units on the board.

12. The game begins with the winter of 00 build. (Note that the players don't have enough supply centers to put the four units on the board during the first build.)

Map Notes: Since many of the land areas are too small to hold the three letter code, their names were allowed to lie outside their boundaries and, to avoid confusion, the sea spaces were numbered. The three letter codes will be inside the boundary of the space, if possible; to the right and beneath otherwise. The names of the land and sea spaces are listed below. Most of the names are as they appear in Ursula K. LeGuin's Earthsea trilogy; some were slightly modified to create multiple spaces and are marked by '*' (i.e., Ensmer was split into Northern Ensmer and Southern Ensmer), while others were made up to create additional (sea) spaces and are marked by '**'.

THE WONDERFUL WIDE WORLD OF DIPLOMACY



Why, of course I just took Sevastopol. You were expecting maybe the French?

RCW

SO YOU WANT TO BE A DIPPY PUBLISHER!

by DAN GORHAM

When you start your own paper, remember that you are in excellent company, and much of the tradition both from the Dippy world and the regular publishing field that you may or may not follow was usually a reaction to the then current events rather than an evolution of reasonable applicability. In other words: run your zine as is best for you and your readers. Make your own tradition.

There are, however, certain good points to remember in publishing. Why some publications fail while others flourish has been studied in detail by publishers everywhere. Usually, five reasons cause failure:

- (1) too broad a subject (don't try to cover all the aspects of the field--hit one part of it, cover it well and stay with it),
- (2) too small an audience,
- (3) inadequate promotion,
- (4) improper pricing (usually too low), and,
- (5) insufficient capital to keep going until subscriptions cover operating costs and provide a profit.

By knowing these danger areas and studying them carefully, you can improve your chances for successful publication to almost 90 percent. However, before you launch your zine, one last important factor should be considered. It's the cash you'll need to get your zine off the ground and flying for at least 12 months (part of #5 above). Though no formula exists, a safe bet is to determine your monthly typing, paper, printing, and mailing costs. Multiply by 12 and then add 50 percent for direct mail promotion. Divide this sum by 12 and you will arrive at your accurate monthly publication cost.

To keep costs down, you can start with one room in your house or apartment and fix it up with an old desk, typewriter, bookshelves, filing cabinets, and telephone. The room selected should be as far away from the kitchen as possible and have a thick door with an inside lock. When it comes time to put out your weekly or monthly zine, you need all the quiet you can get. Screaming kids and good copy--like oil and water--don't mix! Besides the obvious financial advantage of not renting office space, there are positive income tax benefits you immediately obtain as an "independent author" publishing a zine at home. Normally, the Internal Revenue Service permits you an income tax write-off of up to one-fifth your rent or mortgage (principal only--not taxes, interest, or insurance on your

own home), plus an equal part of your electric, gas, water, and telephone bill each month. Right away this improves your chances for financial success.

To keep everything legal, however, you should check city and state ordinances to insure you aren't violating existing laws. It is also necessary to obtain a business permit, plus a ledger to keep track of income and spending. If the Internal Revenue Service ever decides to look closely at your business, you'll have all the legal requirements necessary to insure that you are properly credited with legitimate income tax deductions resulting from your publishing.

Once you establish a business in your basement, garage, or bedroom and are ready to launch your zine, a number of basic technical questions must be examined--and answered. Heading the list of these is frequency of publication. This is important for four reasons:

(1) the more frequently you publish, the more expensive becomes your production and mailing,

(2) frequent publication requires a continuing, heavy volume of information from which you can prepare your zine,

(3) publication frequency determines the amount of time you must spend publishing your zine, and

(4) frequency can determine the receptiveness of your new publication to prospective subscribers. You should keep it brief, and mail it often--not less than once a month.

In the same way that frequency of publication can make your publishing venture, so can the number of printed pages in each issue. The costs of printing and mailing are prime reasons for keeping your zine brief. Another factor--today's lazy reader doesn't like reading.

In determining the number of pages, one standard rule applies: keep your zine to few enough pages so it can be mailed first class for 10 cents. Otherwise your monthly postage bill may get out of hand. Should you decide to publish as many pages as possible at least cost, there is one professional trick which permists a thick-looking zine weighing less than one ounce.

What is this trick? When you order 8 x 11 $\frac{1}{2}$ inch paper for printing your zine, specify 14-pound weight. Eight sheets of this paper, plus a standard-sized envelope, will permit you to print 16 pages (eight sheets printed both sides) and remain under one ounce for first-class privileges. To insure you're under the one ounce limit, it's smart to have a printer punch out 3

holes on the left side of the light-weight paper --reducing the total weight even more. This also permits subscribers to place your zine in a three-hole binder for future reference after reading.

Now, your next step is to design a zine which excites attention--and invites readership. I would suggest that the easiest way to make your zine readable is to avoid tricks and frills. Simply print it on colored paper, such as blue, green, orange or pink. For the front page, block out the top three inches of the sheet for the masthead information including the title, subtitle, address, telephone number, editor's name, volume and issue number, date, page number, yearly subscription and game fees. Then divide the remaining part of the page vertically into two sections. Here index the stories and games that appear. On the backside of this sheet, begin your first story full width from the left side of the page to the right hand side. Use typewriter face and capitalize the first full line across the page width to attract attention. The balance of the story should be in conventional capitals and lower case typewriter face, with names underlined for emphasis. After typing the last line of this first story, you should space two lines and then start the next story's first line in all capitals. Though this approach won't win any graphic design awards, it provides a suitable format for the majority of inexpensively produced zines.

You have four choices for printing your zine: mimeo or spirit duplicating process (typed on a stencil and produced on an inked drum or with fluid); letter press (setting type and printing from the inked type); multilith; or offset printing (typing your zine on paper, making a photographic metal plate, and printing from this plate).

The choice is up to you, but if you choose offset or letter press, contact a number of printers and show them your proposed zine and obtain estimates, or better yet, advertise in your local paper and ask for bids. In selecting a printer, however, don't necessarily pick the lowest bidder. Quality printing is important, and spending a few dollars more here will often result in a much improved appearance in your publication. Also be sure to inquire about the cost of more copies than you plan to produce. With each zine printed, the printing cost per unit becomes less. As an example, if 1,000 copies of a four sheet (eight printed pages) zine cost you \$120.00, another 1,000 copies might add only \$50.00 to the bill. This fact is important in seeking wide exposure the first year your zine is published.

So now you have a broad overview of some of the basics of publishing a Dippy zine. I hope it has helped both some of the old as well as the new editors and those who may be thinking about going into this crowded field!

BROBDINGNAG RATING LIST

BY JEFF POWER

The BROE Rating List is maintained and edited by Jeff Power, Lee Point Road, R. R. #2, Box 347, Suttons Bay, Mich. 49682. Inquiries and complaints should be addressed there. The list is published by Walt Buchanan and can be obtained only from him.

For the benefit of the unfamiliar, the BROE Rating List orders players by a percentage score determined from the expression $\% = 50 + 50(S/6N)$ $(1 - \frac{1}{2}N)$. N is the number of completed regular postal Diplomacy games for which that player is the player of record. S is the cumulative score in points from those N games. In each game, a player receives one point from every player having done more poorly than he and gives away one point to every player having done better. Players performing equally well exchange no points.

Performances in games are ordered as follows: win, draw, survival according to the number of supply centers/units, elimination according to the season and year. Hence, the winner's score in a game is always +6, the third eliminated player's is -2, and so on. The term $(S/6N)$ then is a player's adjusted average score per game. The term $(1 - \frac{1}{2}N)$ is a correction for the wide variances that occur in the average scores of players rated on the basis of but a few games; it approaches one as N increases, dropping out entirely for this purpose when N exceeds eight. A typical entry in the list might read: 62.5 2 +4 John Doe (W). From left to right are the percentage score, N , S , name, and the number of wins.

When a country is played by one or more replacement players, the player of record is determined as follows. Any score of -2 or less is credited to the original player; any score of +2 or greater is credited to the latest replacement player; a score of -1, 0 or +1 is given to a replacement player only when it improves his percentage score, otherwise it goes to the original player.

An attempt is made to include only, and all, active players in this list. It is impossible for any one person to know who is or is not active though. Any assistance in correcting this aspect of the list will be much appreciated. For the first time, this edition of the list is now limited to players in North American maga-

zines. This step has been taken to reduce somewhat the size of the list and because the readership of the list is almost wholly in this continent. If any European publisher would like to publish a separate British or European edition of the list, he should contact the editor.

Included in this listing are the results of 378 postal games, 56 of which have been completed since the last edition. They are as follows: 1963B, 1964A, B, D, 1965A-I, K-M, P-W, 1966 A-F, H, I, K-O, R, T, Z-AC, AE, AG-AI, AK-AM, AO, AQ, AS-AV, AZ, BB-ED, BG, BI-BO, 1967A, B, E, H-J, N-P, T-W, Y-AC, AE-AH, AJ-AL, AO-AU, AW, AZ-BC, 1968A-P, R-T, V-AL, AN, AO, AV, AX-ED, ES-BU, BY-CC-CD, CF-CM, CP-CW, 1969B-H, K-M, O, P, R-Z, AB-AF, AY-BA, EC, EE-BI, BK-BM, BO, EQ, ES, EU-CB, CD, CE, CG-CL, CP, 1970A-C-F, H-J, M, N, W, X, AA, AC, AD, AF, AG, AI-AK, AO,

AQ, AT, AU, AW-BE, EJ-BN, EP, EQ, ES, 1971A, E, D, F, G, K, P-R-S, AC, AD, AL, AO-AQ, AT, AZ, EA, BC, BE, BH-EK, ES, BU, EV, CC, CD, CR, DB, DE, DH, DI, DM-DN-DO-DQ, DU, DX, DY, EE, EC, EE-EH, 1972A-C, E-I-K, N-P, X, Z, AD-AE-AF, AI, AK, AL, AN, AP, AR, AV, AW, BA, BF, BH, BP, BR, BU, BV, EX, CA, CB, CG, CH, CL, CN-CO-CF, CR-CS-CT, CY, DE, DG, DJ, DK, DU, EC, EO, FL, FX, FY, 1973 G, O, EE, EI, DH.

Country List:

57.9	+359	England (47W)
54.9	+222	Turkey (47W)
54.7	+211	France (44W)
50.8	+39	Russia (58W)
48.8	-54	Italy (29W)
45.2	-219	Germany (40W)
37.7	-558	Austria (37W)

Top Board:

99.2	6	+36	Walt Buchanan (6W)
96.2	11	+61	B. Ver Ploeg (8W)
95.3	9	+49	Mike Rocamora (6W)
90.3	12	+58	Randy Bytwerk (5W)
89.1	13	+61	John Beshara (8W)
88.3	10	+46	Tom Eller (6W)
86.4	3	+15	Pete Weber (W)

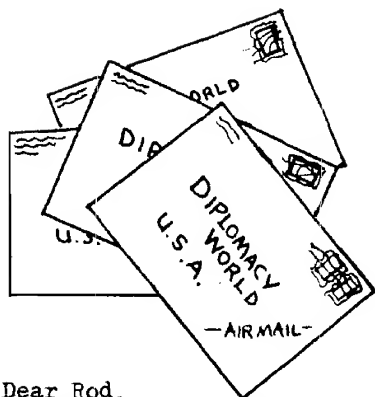
Second Board:

85.6	6	+26	Bruce Kindig (2W)
84.0	3	+14	E. Ackerman (W)
81.2	2	+10	Fred Davis (W)
81.2	2	+10	F. Calabria (W)
81.2	2	+10	Paul Wood (W)
80.9	14	+52	Lew Pulsipher (6W)
80.7	5	+19	Tim Tilson (2W)

The Rest of Us:

80.6	30	+110	Andy Phillips (9W)	70.8	1	+5	Gary Gehrke	66.7	1	+4	Mark Murray
79.2	3	+12	John Eoyer (W)	70.8	1	+5	Jim Gingrich	66.7	1	+4	Douglas Ryan
79.1	5	+18	Mark Tonnesen	70.8	1	+5	Jacques Lapointe	66.7	1	+4	Jack Stewart
79.1	5	+18	Arnold Vagts (W)	70.8	1	+5	Austin Redlack	66.7	1	+4	Mario Tricomi
76.1	23	+72	D. Beyerlein (10W)	70.8	1	+5	Paul Schwartz	66.7	1	+4	Robert Ulrich
75.4	4	+13	Elliot Lipson (W)	70.8	1	+5	Max Stanton	66.7	1	+4	Robert Warren
75.4	4	+13	Dick Miller (2W)	70.7	8	+20	Pete Comber	66.7	1	+4	Bruce Webb
75.4	4	+13	Jim Pratt	69.4	3	+8	Bill Larson (W)	65.6	2	+5	Robert Correll
75.0	1	+6	Bill Abbott (W)	69.4	40	+93	Hal Naus (4W)	65.6	2	+5	Paul Den Uyl
75.0	1	+6	John Armstrong (W)	69.0	18	+41	Len Lakofka (5W)	65.6	2	+5	Barry Eynon
75.0	2	+8	W. Atteberry (W)	68.8	2	+6	Allan Calhamer (W)	65.6	4	+8	Stan Wrobel (W)
75.0	1	+6	James Benes (W)	68.8	2	+6	Don Efron	65.0	6	+11	Don Horton (W)
75.0	1	+6	Peter Bennett (W)	68.8	2	+6	Bill Klitzke	65.0	6	+11	Robert Knudsen (W)
75.0	2	+8	S. Huddleston (W)	68.8	2	+6	Robert Lamb	64.5	3	+6	Mike Honig (W)
75.0	1	+6	Andreas Lang (W)	68.8	2	+6	Robert Lipton	64.5	3	+6	Thomas Keller
75.0	2	+8	Dieter Loerick	68.8	2	+6	Len Scensny (W)	64.5	23	+40	John Koning (4W)
75.0	1	+6	Duane Linstrom (W)	67.6	4	+9	Charles Sharp	64.5	23	+40	Gene Prosnitz (6W)
75.0	1	+6	Don Lowry (W)	67.0	3	+7	Ed Rack (2W)	64.2	7	+12	Steven Brooks (W)
75.0	1	+6	S. Marsland (W)	66.7	1	+4	Sam Nierenberg	62.5	1	+3	Frank Aker
74.3	3	+10	John Stevens	66.7	1	+4	Jim Abeler	62.5	1	+3	Brian Allardice
73.5	11	+31	Jeff Power (4W)	66.7	1	+4	Dan Alderson	62.5	2	+4	David Davies
73.4	4	+12	Don Roll	66.7	1	+4	Craig Besinque	62.5	1	+3	Douglas Dick
72.9	2	+7	James Fish	66.7	1	+4	Mike Carr	62.5	2	+4	Steve Dzurak
72.9	2	+7	Dennis Hall	66.7	1	+4	Don Cochran	62.5	2	+4	Ron Gorski
72.9	2	+7	Roger Miller (W)	66.7	1	+4	Herb Galenzoski	62.5	1	+3	W. C. Harrah
72.9	2	+7	Donald Pitsch	66.7	1	+4	Bruce Gross	62.5	2	+4	Wayne Harris
71.7	8	+21	Dan Barrows (W)	66.7	1	+4	Aaron Grossbaum	62.5	1	+3	Blari Johnson
71.3	7	+18	Brad Payne (W)	66.7	1	+4	Ronald Hanson	62.5	1	+3	David Skaja
70.4	9	+22	P. Rosamilia (2W)	66.7	1	+4	Stephen Hall	62.5	1	+3	Ian Straus
70.8	1	+5	R. A. Forester	66.7	1	+4	Michael Horvath	62.2	52	+76	Edi Birsan (12W)
				66.7	10	+20	Bob Johnson (W)	61.7	4	+6	John Leeder
				66.7	1	+4	David Kirk	61.7	4	+6	Mark Weidmark
				66.7	1	+4	Oleg Kis	61.5	16	+22	Larry Peery (2W)

59.7	3	+4	Larry Blandin (W)	50.0	1	0	David Truman	37.5	2	-4	Bruce Silzer
59.7	3	+4	Harry Drews	50.0	55	0	C. von Metzke (3W)	37.5	2	-4	Adam Stephanides
59.7	3	+4	Steven Langs (W)	50.0	17	0	Bob Ward (2W)	37.5	1	-3	Peter Walker
59.7	5	+6	W. Osmanson (W)	48.0	4	-1	Steve Cooper	37.5	1	-3	S. Westergaard
59.7	3	+4	Dave Scott	48.0	4	-1	Arthur Lasky	37.2	32	-49	Buddy Tretick (5W)
59.4	24	+27	John Smythe (8W)	47.6	3	-1	Tom Talbot	36.3	6	-10	C. Schleicher (W)
59.3	8	+9	Don Berman (W)	46.9	2	-1	Jim Hall	35.4	5	-9	Tony Pandin
59.1	11	+12	John S. Hendry	46.9	2	-1	Tom Kistler	34.4	2	-5	David Dix
58.3	1	+2	Stephen Baird	46.9	2	-1	Alden Miller	34.4	2	-5	Steve Majeske
58.3	1	+2	Greg Baker	46.9	16	-6	Charles Welsh (W)	34.4	2	-5	Mark Thomas
58.3	1	+2	Robert Beasecker	46.8	5	-2	Louis Menyherst	33.8	5	-10	Ray Bowers
58.3	1	+2	Donald Devitt	46.4	30	-13	C. Reinsel (3W)	33.8	5	-10	Bill Hoyer
58.3	1	+2	David Fujihara	46.1	4	-2	Jim Carr	33.6	6	-12	Eric Just
58.3	1	+2	Michael Glicksohn	45.8	1	-1	Joseph Alfenito	33.3	1	-4	Robert Arnett
58.3	1	+2	Anita Hughes	45.8	1	-1	David Black	33.3	1	-4	David Jack
58.3	1	+2	Tim Kelley	45.8	1	-1	Charles Hildago	33.3	1	-4	Dennis Kelsey
58.3	1	+2	James Pyle	45.8	1	-1	Jeff Kelly	33.3	1	-4	Richard Martin
58.3	1	+2	Joel Klein	45.8	1	-1	Michael Mead	33.3	1	-4	Bill Parsons
58.3	1	+2	Tom McMahon	45.8	1	-1	John Powell	33.3	1	-4	Peter Shamray
58.3	1	+2	Howard Mahler	45.8	1	-1	Mark Verheiden	33.3	1	-4	Douglas Skeaff
58.3	1	+2	John Ostapkovich	45.8	1	-1	Lee Wallin	31.2	2	-6	Dave Kincade
58.3	1	+2	Chris Nydereck	45.1	3	-2	Dennis Brackman	29.2	1	-5	R. S. Bagala
58.3	1	+2	Mark Richter	45.1	3	-2	James Eurt	29.2	1	-5	Bob Euechs
58.3	1	+2	Jim Ronson	45.1	3	-2	J. R. Mainer	29.2	1	-5	Kevin Cauley
58.3	1	+2	Robert Schoumacher	44.1	37	-26	Jerry White (W)	29.2	1	-5	Robert Dethardt
58.3	1	+2	David Staples	43.8	1	-2	Marvin Bavetz	29.2	1	-5	Jim Hagelshaw
58.3	1	+2	Richard Tovson	43.8	2	-2	P. M. Gaylord	29.2	1	-5	Guy Hail
58.3	1	+2	Steve Virostek	43.8	2	-2	Hal Norman	29.2	1	-5	Brian Hoole
58.3	1	+2	Robbie Wolter	43.8	2	-2	Victor Ricci	29.2	1	-5	W. H. Lafosse
58.3	1	+2	T.M. Worthington	43.8	2	-2	Jack Shannon	29.2	1	-5	R. A. Lindsay
58.2	6	+6	Jim Boskey	43.8	1	-2	Eric Verheiden	29.2	1	-5	Harry Manogg
57.8	4	+4	Arnold Proujansky	43.5	5	-4	Russell Tulp	29.2	1	-5	Doug Nelson
57.8	4	+4	Bob Strayer	41.7	19	-19	Dan Brannan	29.2	1	-5	Chuck Soukup
57.0	26	+22	Larry St. Cyr (2W)	41.7	1	-2	Ray Converse	29.2	1	-5	John Soukup
56.2	2	+2	Leo Early	41.7	1	-2	Charles Cox	29.2	1	-5	Sean Summers
56.2	2	+2	Mike Monahan	41.7	1	-2	John Flemming	29.2	1	-5	Ed Weeks
56.2	8	+6	B.Pendergrass (2W)	41.7	1	-2	Don Fox	29.2	1	-5	Tyler Williams
55.9	4	+3	Despina White	41.7	1	-2	Charles Gaydos	27.1	2	-7	Gary Tesser
55.5	6	+4	Rick Brooks (W)	41.7	1	-2	David Harburn	25.4	6	-18	Blair Cusack
55.5	6	+4	Tom Leahey	41.7	1	-2	Lloyd Hoffman	25.0	1	-6	Chris Almstrom
55.1	8	+5	Jeff Key (W)	41.7	1	-2	Chris Janiec	25.0	1	-6	David Ayres
54.2	1	+1	Jim Carson	41.7	1	-2	Joseph Leon	25.0	1	-6	Andre Boulanger
54.2	1	+1	Wayne Lanham	41.7	1	-2	John O'Rourke	25.0	1	-6	Scott Faulkner
54.2	1	+1	Jeff Stevens	41.7	1	-2	Hugh O'Regan	25.0	1	-6	Mike Gutierrez
54.2	1	+1	Thomas Williams	41.7	1	-2	Larry Ring	25.0	1	-6	Charles Hilliker
53.9	4	+2	Fred Winter (W)	41.7	1	-2	Phil Sageser	25.0	1	-6	Tim Kutta
53.7	9	+4	Herb Barents	41.7	1	-2	Nick Shears	25.0	1	-6	Howard Magill
53.1	2	+1	Dave Johnson (W)	41.7	1	-2	Bob Stoughton	25.0	1	-6	Stephen Malone
53.1	2	+1	James Nash (W)	41.7	1	-2	Bill Thomas	25.0	1	-6	Tony McKnight
53.1	2	+1	Svend Raun	41.7	1	-2	Ed Vomacka	25.0	1	-6	Chuck Moore
52.4	3	+1	Richard Greenwell	41.7	1	-2	Richard Wilson	25.0	1	-6	Phil Mueller
50.0	1	0	Joseph Antosiak	41.7	1	-2	Walt Wood	25.0	1	-6	Kathryn Passenheim
50.0	1	0	Henry Daniszewski	41.7	1	-2	Terry Zuber	25.0	1	-6	Jeff Robert
50.0	1	0	Raymond Heuer	40.6	2	-3	John Trtek	25.0	2	-8	Perry Silverman
50.0	1	0	Dan Hoffa	40.2	4	-5	John De Prisco	25.0	1	-6	Mike Willner
50.0	1	0	Mike Kraves	39.6	12	-15	Greg Warden	22.7	4	-14	Phil Castora
50.0	2	0	Eurt Labelle	39.1	6	-8	Michael Childers	21.9	2	-9	John Biehl
50.0	4	0	Emile Lugosch	39.1	6	-8	Robert Keathley	20.8	3	-12	Bob Van Andel
50.0	1	0	Roy Matheson	37.5	1	-3	Harry Chesley	18.8	2	-10	Paul Stone
50.0	1	0	John Morgan	37.5	1	-3	Ken Church	15.6	2	-11	Yale Edeiken
50.0	1	0	Roy Norton	37.5	1	-3	Russ Pchajek	15.6	2	-11	Allan Stewart
50.0	1	0	Chris Ritchie	37.5	1	-3	David Potter	12.5	2	-12	David Carawan
50.0	1	0	Winthrop Stites	37.5	1	-3	Lewis Ritter	11.1	3	-16	Michael Quist



To THE
EDITOR:

Dear Rod,

I have received an interesting letter on rules interpretation originally sent by Clive E. Bach, D. P. M. S. S., University of Cambridge, 16 Mill Lane, Cambridge CB2 1SE, to Philmar Ltd.

Bach says in part:

"I observe that because of one rule which is in this booklet but not in the earlier, one can now produce a paradox. The rule is that if a fleet is dislodged, then any army it was convoying has no effect on the province to which it was being convoyed. Consider then the following set of orders:

England	F Lon S F Nth
Russia	F Nth C A Hol-Lon
	F Yor S A Hol-Lon
Germany	A Hol-Lon
France	F Eng-Nth
	F Bel S F Eng-Nth

If Germany's attack succeeds, then the French attack succeeds so the German attack can't succeed! Conversely, if Germany's attack does not get through, then the French attack fails so the German attack succeeds!

"Another very strange result of the new rules is demonstrated by the following orders:

England	F Edi-Nth
	F Yor S F Edi-Nth
	A Lon-Bel
	A Pic S A Lon-Bel
	F Eng C A Lon-Bel

Germany can apparently prevent the army from getting from London to Belgium by writing:

Germany F Nth C A Lon-Bel

thus preventing a supported attack with only one piece.

"I should however comment that these rules are on the whole a great improvement on the older set--at least three ambiguities that we had found have been corrected--given time I hope we might find a few more in the new ones!"

End quote. The first case refers to Rule XII.3. It seems to be an elegant variant of Pandin's Paradox, using fewer pieces and the interesting twist of an army attacking the fleet that is supporting its convoy. The problem is very closely allied to the problem solved by XII.5.

The second problem arises under XII.4, and is altogether new and clever, although a simpler version was debated years ago when ambiguous

routes were of doubtful legality and an unwanted volunteer could render a route ambiguous by chipping in a convoy order.

Allan E. Calhamer, 501 N. Stone, La Grange Park, Ill. 60525.

Dear Walt,

Enclosed is a letter from Allan. I am publishing it. I have appended comments, which you may also wish to publish with Al's letter, as follows:

Allan goes no further in his comments, although I wish he had. Let me add a few of my own. Both of these situations, or at least similar ones, had long been thrashed about, and both could arise as easily under the old Rulebook.

Most (if not all) GMS have always ruled that a convoyed attack had no effect on the province being attacked if the convoying fleet were dislodged. The old Rulebook said as much when it stated that such an attack "does not take place" (or some such words...I no longer own a copy). However, situations did not arise in which it was necessary to make a ruling on this point very often.

When the new Rulebook was being written, my original "compromise" draft had a provision relating to Pandin's Paradox. In the end, however, the philosophy of verbal economy won out; we could not take account of every esoteric possibility and still have a usable document. Unless there is a deliberate plot afoot, it seems to me unlikely that this sort of situation would ever arise.

As to the other situation: Dick Shagrin originally raised the "alternate convoy" idea which now bears his name. He argued that it was a legal alternative, although it could occur only in a few areas of the board. There was considerable debate, and it seems to me that most GMS ruled that it was not legal, but there was a lot of disagreement as to what should be done if such an order were written anyway.

The Rulebook attempted to solve only the major difficulty. Bach's clever innovation and some related ones remain a knot for each individual GM. My own rules provide that a player may specify which fleet is to convoy his army, and then that convoy order, if given, is the only valid one. In this instance, if the orders were written as printed here, I would rule something like "home fleet has preference"--that is, if the English player had intended to be convoyed by the German fleet, he would not have ordered his own to do it. Therefore, I would rule the English attack successful.

I realize that such a ruling creates a possibility for deception at the next higher logical level. That's unfortunate, but how much abstruseness can one pre-plan for?

Rod Walker, 4069 Jackdaw St., San Diego, California 92103.

HOOSIER ARCHIVES

DEMONSTRATION GAME

THE PRINCE WILLIAM INVITATIONAL -- 1974CK

(Reprinted from HA #143-146)

OL' EDI CONFOUNDS THEM ALL!
Spring 1902

AUSTRIA: A Boh-Sil (R Tyr), A Ser-Tri
 (Birsan)

ENGLAND: F Liv-Iri, F Nth-Eng, A Nwy-Swe, F Bar-StP(nc)
 (Lowry)

FRANCE: F Iri-Wal, F Bre-Eng, A Eel H, A Por H, F Mar-Spa (sc)
 (Power)

GERMANY: A Den H, F Kie-Hel, F Hol S F Kie-Hel, A Ber-Sil, A Mun-Boh, A Vie S
 (Lakofka) A Mun-Boh

ITALY: A Tri S RUSSIAN A Gal-Bud (nso), A Ven S A Tri, F Ion-Gre, F Nap-Ion
 (Ward)

RUSSIA: F Swe-Nwy, A Mos-StP, A Ukr-Rum, A Gal S A Ukr-Rum, F Sev-Ela
 (Vagts)

TURKEY: A Bul-Gre, F Con-Aeg, F Ank-Ela, A Arm-Smy
 (Calhamer)

BERLIN (19 November 1901): A SEARCH FOR TREASURE: Chapter 4. Along the old road, into the gray old forest, moves our unlikely quartet of dwarf, hobbits and a wizard. Along they went to come to the Long Lake and there find their fortunes. As they moved deeper into the gloom of this awful place, the trees moved in on them and sent trailers dangling into their faces --against all, that is, except Lendore, who cast a spell of enchantment about himself. Tree, bush and thorn moved aside with a gasp of fear to return just in time to hit poor Conrad the Dwarf who was bringing up the rear.

"What a horrid ghastly place," thought Conrad to himself. "Oh, to be in the tunnels of Gswindar or the caves of Helispontar instead of this nightmarish place of dead oak and dying acorn."

But they pushed on until, on the fourth night--or so night it seemed to be for darkness had been about them for hours--they spotted a light before them. It twinkled gayly and the soft singing of a beautiful voice entangled in the branches of the trees, ungnarling them and making their leaves open happily for the first time in an age.

The four pressed on until, in a small clearing beside the road, they saw a minstrel sitting upon a tree stump playing a lute, and before him danced a beautiful maiden who sang

of her love for this forest and all that dwelled therein. It was Edyth de'Birsane, of course, and I'm sure you all knew it before I told you. But the hobbits did not know her and Conrad did not want to. Beside her sat her husband Corale de Tremble who of course you also knew at once. But the hobbits did not know him and Conrad did not want to.

"They are the guardians of the old forest, my friends," said Lendore, who of course (like us) knew who they were. "Edyth is a fairy princess, an elf lady of high esteem, but years ago a sickness fell upon her and she became rather scatterbrained. Here she is, an elf lady of the Golden Wood, in a forest she does not even recognize. But she loves it, in her own simple way, and preserves some good in it," explained Lendore as he broke cover and entered the lighted clearing.

"Hail Queen Edyth and to thee, oh stern Corale!" De Tremble jumped to his feet, tripping and falling over his lute and knocking Edyth full forward into a boggy hole. She recovered quickly, and casting a large muddle of mud into husband's apologetic mouth, said, "Hail --whoever you are--and whatever you are," casting her glance on Carol-Ann the tallish hobbit.

"I'll show you what we are...." cried Carol-Ann as Lendore clapped his hand over her mouth before she could raise her frying pan to

the attack.

"We come in peace my simple maiden; just passing through to the lands beyond. I am Lendore the Blue, these are my companions. We mean no harm."

"Well, all right then," cried Edyth, spinning about and jumping off into a thicket.

"I'll help you, dear," shouted Corale as he ran and fell after her.

"Reminds me of some dummy I know," said Conrad--as Carol-Ann glared at him.

BERLIN (15 May 1902): Chapter 5. In the old forest, the troop moved onward along the only path through the grayness of the forest. The days passed slowly and in the place of excitement dwelled fear and depression. For all of the company, that is, save for Lendore who was accomplished in the lore of woods and talked with the Ents, when he came upon them, as a friend protector. "Have you not noticed in the last days that the light becomes brighter at each noon? The end of the forest is at hand, and much the pity," sighed Lendore. Conrad, however, became as close to elated as a dwarf can become without being deep underground in a clear solid tunnel or one of the great caracks of the Misty Mountains. Douglas and Carol-Ann were vaguely uplifted but the depression sat

heavily on them, and especially on Douglas who had to put up with Carol-Ann's nagging (and frying pan) daily. At last the trees did thin out so that even Douglas took heart. "Oh for our own little hobbit hole," thought Douglas--and not for the last time.

The Northern Desolation: "Whether they fly or float or walk, they are going to claim my brother Smaug's remains!" cried Rumble the Dullard to his dragon wife Edyth. Alan and Donnie cuddled up beside their stinking mommy and wailed bitterly. "But I can't fly," yelled Donnie; "And I'm not a good sneak," bemoaned Alan. "But you will go! Take this note to your Aunt Cleo, Alan--she will go along!" "Yes, your putridness," said Alan as he took the letter and flew off with it--right into the side of a mountain. "That's your son, Edyth--a real twit!"

Alan finally arrived--a week and a 7-mile path of destruction later. "My, how brother Dullard's handwriting has changed," mimed Cleo as she scanned the crayoned scrawl. "I lost Daddy's note, Aunt Cleo; I wrote this one myself," confessed Alan sheepishly. Cleo replied, "I guess, dear, that you're an example of the proverb, 'Postmen should deliver letters, not write them.'"

CLOCKWISE, MARCH! Fall/Winter 1902

AUSTRIA: (Birsan)	<u>A Tyr-Vie</u> , <u>A Ser-Bud</u> . Owns: Ser, Ed (1). Removes A Ser.
ENGLAND: (Lowry)	<u>A Nwy-StP</u> , <u>F Bar S A Nwy-StP</u> , <u>F Nth-Nwy</u> (R Ska), <u>F Iri-Liv</u> . Owns: <u>Edi</u> , <u>Liv</u> , <u>Nwy</u> , <u>StP</u> , Loh (4). Constant.
FRANCE: (Power)	<u>F Wal-Lon</u> , <u>F Bre-Eng</u> , <u>A Bel H</u> , <u>F Spa(sc)-Mid</u> , <u>A Por-Spa</u> . Owns: <u>Bre</u> , <u>Mar</u> , <u>Par</u> , <u>Bel</u> , <u>Por</u> , <u>Spa</u> , <u>Lon</u> (7). Builds <u>F Bre</u> , <u>F Mar</u> .
GERMANY: (Lakofka)	<u>F Hol-Nth</u> , <u>F Hel S F Hol-Nth</u> , <u>A Den S RUSSIAN F Swe H</u> (nso), <u>A Ber-Mun</u> , <u>A Vie-Bud</u> , <u>A Boh-Vie</u> . Owns: <u>Ber</u> , <u>Kie</u> , <u>Mun</u> , <u>Den</u> , <u>Hol</u> , <u>Vie</u> (6). Constant.
ITALY: (Ward)	<u>A Tri S RUSSIAN A Gal-Bud</u> , <u>A Ven S A Tri</u> , <u>F Nap-Apu</u> , <u>F Ion-Tun</u> . Owns: <u>Rom</u> , <u>Nap</u> , <u>Ven</u> , <u>Tri</u> , <u>Tun</u> (5). Builds <u>F Nap</u> .
RUSSIA: (Vagts)	<u>F Swe-Nwy</u> , <u>A Mos-StP</u> , <u>A Gal-Bud</u> , <u>A Rum S A Gal-Bud</u> , <u>F Sev-Bla</u> . Owns: <u>Mos</u> , <u>Sev</u> , <u>War</u> , <u>Swe</u> , <u>Rum</u> , <u>Bud</u> , S/P (6). Builds <u>A War</u> .
TURKEY: (Calhamer)	<u>A Smy-Gre</u> , <u>F Aeg C A Smy-Gre</u> , <u>A Bul S A Smy-Gre</u> , <u>F Ank-Bla</u> . Owns: <u>Ank</u> , <u>Con</u> , <u>Smy</u> , <u>Bul</u> , <u>Gre</u> (5). Builds <u>F Smy</u> .

BERLIN (26 October 1902): Northern Wastes/The Chartreuse Mountain. Aunt Cleo prepared to go South to claim the remains of her nephew Smaug whose downfall some years before had brought ill fortune and scandal to the Green and Golden dragons of Middle Earth. "Come along, Alan," screamed Cleo to her brother's oldest son. "Why do I have to take his mistakes with me," thought Cleo as she took to the air in a ballet of fine and gentle swoops and circles. She had long been the holder of the order of the aerobatics from the Dragon Guild of Middle Earth and she was not about to lose her title. From

above she could see Alan take off and crash headlong into the waterfall beside her stinking den. "To think, that is related to me!" she moaned.

Northern Desolation/The Polish Mountain. Rumble the Dullard waited and waited for his sister to fly by on the way south to the Long Lake. Days past and no sign could be seen. "The old (e.d.) is cruising again, instead of getting to business. Poor Alan, I wonder.... Well, I must go myself, I suppose. Come on, Edyth, Donnie--we'll have to go ourselves!" "But what about Alan, dear?" winced Edyth the

Pungent. "He is too mixed up and confused anyway, Edyth. He considers craft and subterfuge his best talents when he doesn't even know what they are! If I told you how he added 4 and 4 to get 8, you'd die laughing."

The Old Forest. All at once the trees began to give away before them. Small flowers and tall grasses appeared here and there along the road and the grayness of the forest was turning to shades of green and gold. The edge of the woods was at hand. As they came around a bend, a shaft of white sunlight peeked around the trees and fell upon the yellow roses growing

wild and free along the path. "How beautiful!" screamed Carol-Ann as she ran to them. "No, don't," cried Lendore, but it was too late. One tiny prick by the flower's thorn and Carol-Ann fell fast asleep. Her snoring even matched the sawing of the fabled Leomund the Avalanche Mouth. "What has happened?" said Douglas the hobbit. "Who cares?" thought Conrad the tiny dwarf. "She's fallen under the spell of Queen Florin, the Ward of the Eastern woods. We must find the Queen and have her remove the spell." "Why bother?" said Conrad. Everyone stared at one another. It was a GOOD question!

EDI'S DEFENSELESS SERBIA WITHSTANDS FIVE-ARMY ATTACK
ALTHOUGH LAST UNIT ANNIHILATED!
Spring 1903

AUSTRIA: (Birsan)	<u>A Tyr-Mun</u> /a/
ENGLAND: (Lowry)	F Liv-Cly, F Ska-Swe, F Bar-Nwg, <u>A StP-Liv</u>
FRANCE: (Power)	F Eng-Iri, F Lon-Wal, F Mid-Wes, F Bre-Mid, A Bel-Eur, F Mar-Pie, A Spa-Mar
GERMANY: (Lakofka)	A Den-Edi, F Nth C A Den-Edi, F Hel-Den, A Boh-Tyr, A Mun S A Boh-Tyr, A Vie S A Boh-Mun
ITALY: (Ward)	F Nap-Ion, F Tun S F Nap-Ion, <u>A Tri-Ser</u> , <u>A Ven-Tri</u> , <u>F Apu-Ven</u>
RUSSIA: (Vagts)	F Swe-Nwy, A War-Liv, A Mos S A War-Liv, <u>A Bud-Ser</u> , A Rum S A Bud-Ser, F Sev-Bla
TURKEY: (Calhamer)	<u>A Gre-Ser</u> , A Bul S A Gre-Ser, <u>F Aeg-Gre</u> , <u>F Ank-Bla</u> , F Smy-Eas

BERLIN (28 December 1902): A SEARCH FOR TREASURE, Chapter 7. The coming of the Dullards --The Polish Mountains. Rumble the Dullard, Edyth the Pungent and Donnie Dullard took to the air in their quest to plunder Smaug's remains. Aunt Cleo and young Alan had yet to arrive and Rumble could no longer wait. Off they flew, over the Northern Desolation, and on to the Lonely Mountain.

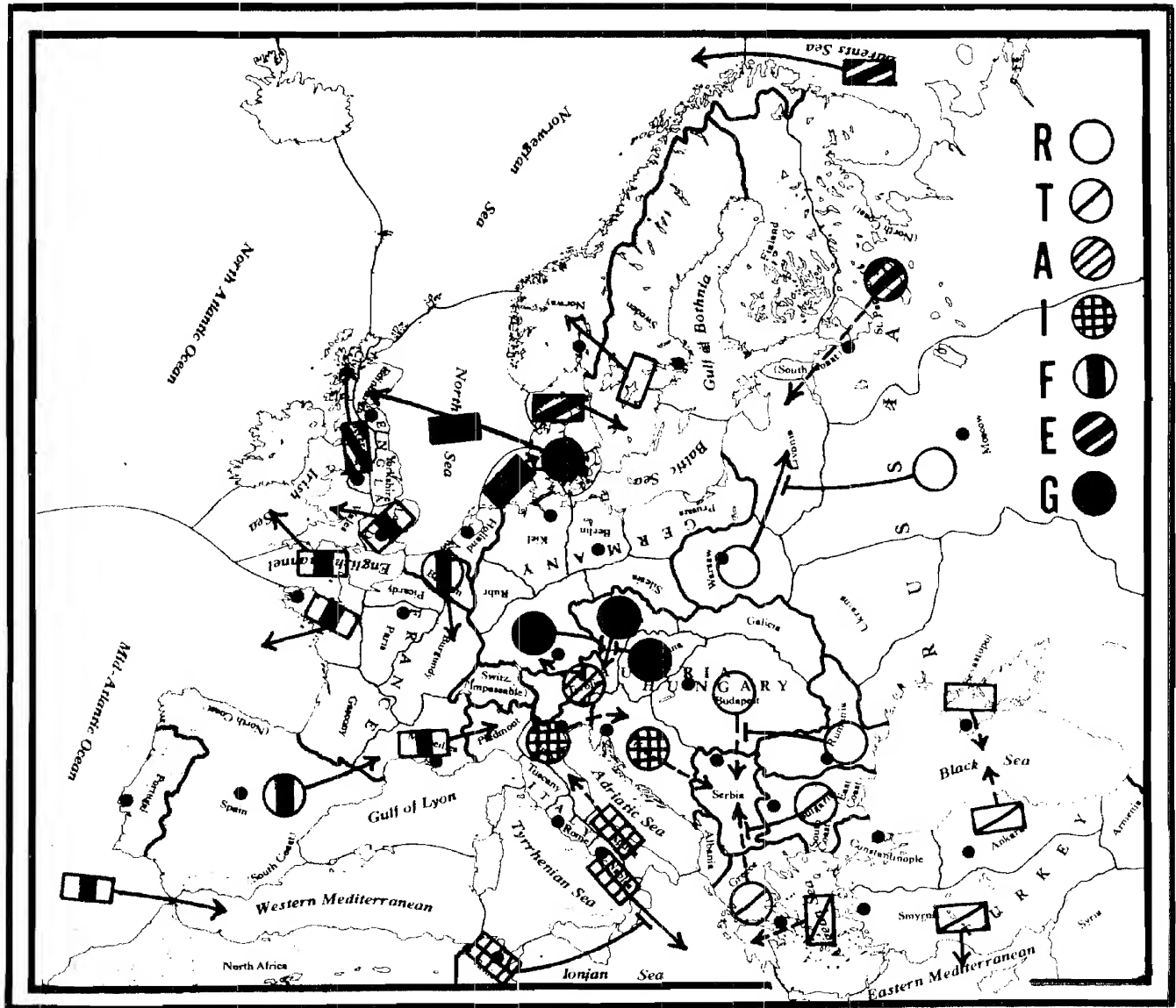
The Northern Mountains. Arnovag, the lord of the peaks of the Northern Mountains, rose from the soft grasses that made his nest, stretched his wings to their full breadth and jumped into the chill morning air. He glided effortlessly through the air in swirling loops and circles. His bodyguard flew beside him and to the eyes watching from below it was a ballet of grace and wonder. Suddenly the dancing stopped. Arnovag caught sight of three points of darkness on the horizon and at once he soared on high, momentarily leaving his stunned entourage behind. As they closed the distance between them, Arnovag's fears were borne out. "Three dragons are come!" he cried and messengers carried the doom far and wide.

Lake Town. Walter the Dwarf, King under the Mountain, and Jeffery, Mayor of Lake Town and second son of Bard the Archer, were at feast

when the news came. A raven, black as coal, flew brazenly into the throng of merrymakers and landed on Jeffery's shoulder. To all it was a wonder (except for a few who had seen a similar happening years before at the coming of Smaug the Terrible). Jeffery's amazement turned to fear, then wrath. "Dragons are come! To arms, to arms!" And thus when the Dullards came upon Lake Town it was they who were surprised. Edyth the Pungent swooped down upon the village to pluck some tender mortal morsel and fell dead, shot through her wicked heart by an arrow from Jeffery's black bow. "That will teach you when to come upon us when you should retreat!" cried Jeffery to the dragons still on high. Rumble's rage surpassed all measure but he would not challenge the Bow of Dale. Not yet.

STANDBYS

AUSTRIA:	Ronald Kelly
ENGLAND:	Paul Boymel
FRANCE:	William McCullam
GERMANY:	Doug Ronson
ITALY:	Eruce Schlickbernd
RUSSIA:	Francis McIlvaine
TURKEY:	Eric Verheiden



ANALYSIS

by ROD WALKER

Introduction: The one big difficulty in organizing a game with well-known players is that they all know each other and personalities play a big role in what follows. Of course, this is true in real history, too; it is hard to imagine the events leading up to World War I and its grisly course of development without knowing well the personalities of Wilhelm II, Nikolai II, and Franz-Josef, for instance. But in Diplomacy, what you get is not an "ideal game," nor even a

demonstration game really, but a game which is really interesting because we know the people involved and because personalities warp and stress the game in often weird directions.

Postal game 1974CK is thus a real lulu! In a way it was predictable. Edi Birsan and Len Lakofka are such obvious permanent enemies, the German attack on Austria was inevitable. The Russo-Turkish war was predictable, too, it seems to me. Allan Calhamer is a follower of the "win only" philosophy, and so is Arn Vagts. Each of them had therefore narrowed his diplomatic options to the point where they knew an alliance between them would not work very well. The war between them has, however, been singularly half-hearted, a reflection of the fact that they have troubles elsewhere. In the West, Don Lowry ac-

tually trusted Len Lakofka and Jeff Power, formed a 3-way alliance, and got his lunch before the first game-year was out.

Under the circumstances, a FEG (France-England-Germany) Alliance seemed very reasonable for this game. The East was obviously going to be hash, and under such circumstances, England hits Russia, France hits Italy, and Germany goes through the middle. It's devastating. The FEG arrangement is easily the most powerful 3-way alliance on the board. Why Jeff and Len failed to follow through with it is uncertain, but I suspect they knew Don Lowry pretty well, and his subsequent actions have made the gamble pay off for them.

Spring 1902: The handwriting is on the wall, and still the eastern powers dither. It is perhaps excusable for Italy, who will need units to hit the French with, and for Turkey, who is far away and can't do much about the Franco-Huns, anyway. But Russia's actions are little short of idiotic. Perhaps he has tried to make it up with England and failed. Perhaps he has an arrangement with Germany. But I would have expected a player of Arn's ability and reputation to be doing something about the western powers. Of course, maybe he not unreasonably expected England would be doing something.

Well, what is England doing? When it comes to motivations, the urge to commit suicide in this game is always the hardest to explain. A continued attack on Russia is inexcusable for England at this point. Despite the attempted defense against France, England's actions in the north clearly indicate that for all practical purposes he has given up trying to fight the Franco-Huns. They will have little difficulty in mopping up.

In the east, Edi Eirsan is now a voice crying in the wilderness. He knows what threat looms in the west, but whether he can convince the others or not, he is going to be the sacrificial lamb. Too bad for the east; using those Austrian armies now, to hit Germany immediately, might save the situation. Turkey displays some good tactical sense, getting his other army into the Balkans. He is of course only looking out for himself. What choice does he have?--If Italy and Russia are so hot to sacrifice those valuable Austrian armies, what kind of trust can Turkey have in them?

Fall/Winter 1902: What I said about Spring 1902 goes double for this season. England makes unseemly haste to throw the game to Lakofka and Power. I am sure this serves some purpose for Don Lowry, but as an outside reviewer looking for a well-played game, it appears we are witnessing a performance which even outdoes the gamesmanship of Gene Prosnitz, Bernie Kling and Paul Harley. Perhaps my judgement is too harsh here, and I'd be happy to be enlightened otherwise, but at the moment, England appears to rate a Flying Fickle Finger award and membership in

the "If I Can't Win, The Hell With It" Hall of Fame.

Italy and Russia continue to waste time... and Austrian units. They will be getting what they are asking for, come 1904.

Spring 1903: I hope the reader will refer to my 1901 analysis for this game, in DIPLOMACY WORLD #3. What I said would happen has happened. Austria is gone, England (even with units) is gone, and France and Germany need new enemies. Need I point out that French units are now heading toward Italy? Germany has three units on the borders of the Balkans, three units which can readily pounce on Russia in 1904, plus at least one build coming (Army Berlin; bets?).

What we are seeing demonstrates the great power of a Franco-Germany alliance once England is gone--and it is the same as the FEG alliance. Their chief enemies are Italy-Russia (now that we are without Austria). And behind the lines is Turkey. Calhmer can go nowhere without attacking Italy or Russia, and thus helping the Franks and the Huns. And Allan is not the type of player who can just sit there.

It is a shame England chose not to fight. It is a shame Italy and Russia could not control their greed or perhaps animosity for Edi Eirsan; who knows? The result is that the game is becoming dull and predictable. I doubt anything could perk it up again without a stab in the west. That will be possible before the east-west battle lines firm up.

Conclusion: In my opinion, the future course of the game is now clear, subject only to whether and when a stab of France by Germany or of Germany by France might occur. The Franco-Huns will attack Italy and Russia, who can hold a stalemate line only if Turkey cooperates. The game then ends in a 5-way draw.

If Turkey attacks Italy or Russia, or both, they will be ground between western hammer and eastern anvil. Turkey will not advance far enough to set up a stalemate line, in all probability, and get stomped. France and Germany will then draw or one will attack the other and one will win.

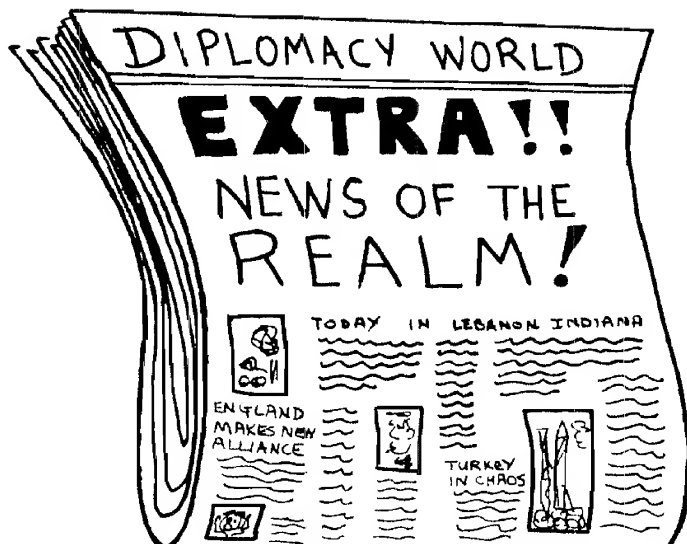
If there is a stab, all bets are open. What are the chances?

In favor: The situation is such that it could work. Italy and Russia have Turkey to contend with, and can't intervene too much. Of course, Turkey will come after them with hammer and tongs (and fang and claw) if there is a Franco-German stab. So the stabber, if he can defeat the stabbee, stands a good chance of winning the game.

Against: The Franco-Huns have everything their own way. Why mess up a good thing? The stab can always be delayed until there is much less potential opposition and intervention.

On balance: Don't bet on it.

OK, guys, now make a liar out of me and give us some excitement!



1. CALHAMER AWARDS. The results of the annual Calhamer Awards sponsored by IDA were announced at DIPCON VII and the results are as follows:

Outstanding publication: DOLCHTOSS
 Outstanding gamesmaster: Mick Bullock
 Outstanding variant zine: ORION
 Outstanding single press release: French Cricket Team in Trieste (R. Sharp), WAR BULLETIN #50
 Outstanding press series: James Bond (Richard Sharp), 1973DI (1901 & ALL THAT)
 Outstanding game of regular Diplomacy: 1973EI, HOOSIER ARCHIVES, DIPLOMACY WORLD
 Outstanding variant game: 1973/5V, (Third Age), GRAFETI
 Outstanding player: Andy Davidson
 McCallum Award for Meritorious Service: Richard Walkerdine
 Outstanding variant designed: Intimate Diplomacy
 Outstanding new zine: DIPLOMACY WORLD

It is interesting to note that in every category in which the British had an entry, they won. What happened was confirmed at the DIPCON. They block-voted and put us complacent Yankees in our place! Rather than retaliate next year, however, I would recommend that from now on the Calhamer Awards be broken down into 2 regions, North American and European. Otherwise, we will tend to get voting along national lines without regard to the merits. Besides, not many North Americans see European zines and vice versa.

2. DIPLODOCUS AWARDS. The game's inventor, Allan E. Calhamer, has initiated these new awards and announces the following: the poetry award has been won by Evan Jones, who wrote parodies of English ballads, published in The Fouch and Graustark. The current strategy award was won by William McCullam, for a humorous article on the raising of soybeans in Puerto Rico. The art award was won by Walter Blank for covers drawn for several Diplomacy zines. There was no award for diplomatic history, due to lack of an

entry.

The awards consist of checks for \$20 which will be mailed to the winners shortly. Also mailed to each winner will be a medal, manufactured by one of Chicago's leading awards companies, consisting of a ten-point bronze cross suspended from a ribbon bearing the colors of five of the Diplomacy Great Powers. The medal bears the word "Diplodocus."

3. NATIONAL DIPLOMACY TOURNAMENT. The 49-man tournament at DIPCON VII was a great success and the final standings as tabulated by Allan Calhamer are as follows (first 3 boards):

1	Mike Rocamora	19	11-12	Edi Birsan	16
2	Dave Johnson	18½	11-12	Zane Parks	16
3	Tim Tilson	18	13	Chuck Boler	15½
4-5	Allan Calhamer	17½	14-15	Lowell White	15
4-5	Len Lakofka	17½	14-15	Richard Swies	15
6-10	Doug Beyerlein	17	16	Wayne Gildroy	14½
6-10	Marie Cockrell	17	17-18	Joel Klein	14
6-10	Mike Childers	17	17-18	Terry Knowles	14
6-10	Clay McCuistion	17	19-21	Douglas Dick	13½
6-10	Don Pitsch	17	19-21	Walter Blank	13½
			19-21	Warren Wyman	13½

Mike Rocamora is to be soundly congratulated for his victory. With it and his recent victory in the last Hoosier Archives Demonstration Game, he can now lay claim to being both the PEM and FTF champion. The tourney was 3 rounds and scoring was based on how a player did with a given country as compared to the same country on other boards during the same round, i.e., 7 points was maximum and so on down.

4. BOARDMAN NUMBER CUSTODIAN. Due to the increasing size of the hobby, this job has become more and more of a burden on the present custodian, Conrad von Metzke. After a difficult interim period, things are now back on track and Conrad will continue as custodian with Rod Walker as co-custodian. To me this seems like the ideal solution. Since Rod was the Boardman Number Custodian before Conrad, no one could be more qualified, and since both Conrad and Rod live in San Diego, they can easily coordinate in dividing up the load. So if you are a GM and need a number for a new game, write Conrad at: PO Box 4, San Diego, CA 92112 or Rod at: 4069 Jackdaw St., San Diego, CA 92103. Incidentally, the next Everything should be out by the time you get this, so if you want to keep track of newly started and completed games, send Conrad \$4.00 for an annual sub.

5. TERMINUS. As announced last issue, I have finally finished this project of compiling supply center charts of all completed games started before 1971. This plus a set of Everything will give you a complete record of completed games of the postal hobby. Doug Beyerlein (1502 Page Mill Rd., Palo Alto, CA 94304) has cheap xerox access and I have sent him the 90+ pages of originals. You can get a xeroxed set from him for \$5.00 postpaid, i.e., at half

the price that I can provide it. Thanks, Doug.

6. 1974 IDA HANDBOOK. IDA's editor, John Boyer (117 Garland Dr., Carlisle, PA 17013) has out done himself. At 84 printed pages, this is the largest "book" on Diplomacy ever written. All aspects of the hobby are covered including articles on good play. Snap one up while they last by sending John \$3.00 (\$2.00 for IDA members). This is the best buy in the hobby today.

7. IDA NOVICE PACKET. Another of IDA's service projects is to provide novices with a packet of sample Diplomacy zines and a flyer explaining the hobby. Cooperation from publishers is needed, however, to provide sample copies of your zines so that they may be distributed. So if you are a publisher, please help out by sending Joel Klein (170-14 130th Ave., Jamaica, NY 11434) samples of your zine. This will help you too in getting new players and subbers.

8. ANSCHLUSS. Joseph O. Antosiak (422 East Ave., La Grange, IL 60525). In addition to regular and variant Diplomacy games, ANSCHLUSS features several other war and non-war conflict games such as Air Empire (airline management game), Origins of WWII, Sniper!, etc. Now in its third year.

9. ARENA. Edi Birsan (Apt 302, 35-35 75th St., Jackson Hgts, NY 11371). Totally exclusive. Subscription and trades by invitation only as GM must keep circulation below 50. No game openings and lately more of a gamezine than a genzine.

10. THE FIGHTER'S HOME. Dan Gorham (#8 Ravenna St., Asheville, NC 28803). Subscription is \$4.00 for 20 issues, gamefee \$4.00 per game. This is one of the largest zines in the hobby. It is printed offset and uses photos of the players and events in the Diplomacy world.

11. CLAW & FANG. Don Horton (16 Jordan Ct., Sacramento, CA 95826). Here is what the readers say about Claw & Fang: "Claw & Fang is indeed a punctual and well-written publication." "There is no doubt but that you're the best GM in the business." "One reason I enjoy C&F is that you write so well!" "I'd like to let others know of the good thing you've got going." "...it is really a pleasure to play in C&F." "C&F is nice!" (Letters on file with the editor. Names on request.) 12 issues for \$2.00.

12. SLOBINPOLIT ZHURNAL. Charles C. Sharp (506 W. College Ave, #3, State College, PA 16801). Slobinpolit Zhurnal is the zine which describes the goings-on in the game of "Slobbovia," a Dippy variant designed especially for those who love press, invention, imagination and lots of artwork. Subs are 1¢/page plus postage, \$1.50 player's fee to join the game. There are numerous openings for military, political or even church positions!

13. WANTED. Fourteen average height, physically beautiful, mentally astute female typists for obscure publication. Working knowledge of Polish curses helpful. Enquire Box 7 (and

ask for Stanislob). (But I wouldn't mention this to Carol--Wrobel--that is.)

14. IGHIP. Mike Bartnikowski (943 Stewart, Lincoln Park, MI 48146). IGHIP is the newsletter of Interest Group Highland Park and Metro Detroit Gamers. General articles and bits on gaming and area club news. Limited postal play facilities. For the interest of local gamers and to encourage participation among them. 10¢/issue.

15. SHAAFT!! Andy Phillips (128 Oliver St., Daly City, CA 94014). Small, game-reports only, zine of experimental Diplomacy variations. Tri-weekly deadlines, over 4 years continuous publication. Game openings (when available): \$2 deposit plus subscription (7 issues/\$1). Send 2 10¢ stamps for a sample copy and a list of potential FTF opponents in your area (computerized Gamerlis contains thousands of names).

16. EREHWON. Rod Walker (4069 Jackdaw St., San Diego, CA 92103). Erehwon is well known as the most off-beat humor zine in the hobby and the average reader may be put off by its content. Subs are not being encouraged at the moment, but a few are available for those who will not be offended by the editor's absolute irreverence for everything.

17. PLUGS. The preceding plugs were sent in by their respective editors and, in my opinion, represent an accurate picture of the zines in question. If you would like to make sure your zine is plugged, please send me the copy for the plug. All I ask is that I get your pubs on some mutually acceptable basis.

18. FLYING BUFFALO COMPUTER CONFLICT SIMULATION, INC. Richard Loomis (PO Box 1467, Scottsdale, AZ 85252) heads up this group of professional postal GM's. They are now branching out into Diplomacy GMing. Gamefee is \$6.50 and for a professionally GMed game, this is hard to beat. Also available are Diplomacy T-shirts. I have one and it is neat. Diplomacy orders are written on the front, and on the back--a knife, naturally!

19. EL CONQUISTADOR. Viking Systems, Gordon Anderson (Suite #823, 24 N. Wabash Ave., Chicago, IL 60602) is starting a new policy of unlimited game openings. You may enter 2 games of Diplomacy in El Con for \$10 plus maintenance of a sub (12/\$5). Games will be played on a 3-week deadline by carbon copy. As the game year is completed, it will be printed in the next El Con along with any press that has been sent in.

20. DIPPY. Jim Lenes (16 W 450 Honeysuckle #112, Hinsdale, IL 60521) puts out one of the most reliable gamezines in the business. I speak from experience because I'm in one of his games. Anyway, Jim has just opened up a new game and if you hurry, you may be lucky enough to get in it. Gamefee is \$5 plus maintenance of a 7/\$1 sub. Highly recommended.

21. STAB. Jeff Key (6918 NW 78th Terrace, Kansas City, MO 64152) has revived STab in honor

of its founder, John Koning. It is dedicated to preserving the original humor of the old STAB. To get in on the fun, why not send Jeff \$1.00 for a 5 issue sub? Who knows, the legendary Great Orange Debate may be revived again?! I saw in the last issue where Rod Walker was making some ridiculous renewed sounds about the inferior California organe. Anyway, all this debate about organes is ridiculous. Everyone knows that the Hoosier persimmon is a much nobler fruit anyway. I mean, whoever heard of organe pudding?!

22. SPECULUM. This promising new zine is put out by Dave Kadlecsek (1447 Sierra Creek Way, San Jose, CA 95132). There are game openings in anything you want to play for the maintenance of a 10/\$2 sub plus a gamefee of up to \$3 plus a \$1 deposit. The zine is done on some of the best ditto I've ever seen.

23. LIAISONS DANGEREUSES. Len Lakofka (644 Briar Pl., Chicago, IL 60657) has finally gotten his missing mimeo parts from Germany (even if he does still have a screw loose) and the cream of Canard Press Uninc. is back in business. Len always has a very readable combination of information and humor. Len, you dolt, you didn't list the sub fee! Gamefee for novices is \$6.00.

24. ARRAKIS. John Leeder (box 1606, Huntsville, Ont., Canada POA 1L0) puts out THE Dippy zine in Canada in which to follow what's going on there. Each issue is humorous and informative. So why not send John a \$1 sub deposit?

25. PUSHBROOM. Ernie Melchoir (Box 5318, Sta. B, Nashville, TN 37235) sells this humorous new gamezine at 5 for \$1.00. I recommend it in spite of Ernie's outrageous, unfounded attacks on my press writing ability. I mean, what ability? And besides, who ever heard of a cat named George?

26. THE POCKET ARMENIAN. Scott Rosenberg (182-31 Radnor Rd., Jamaica, NY 11432) is the culprit behind this new zine, and off to a good start it is, too. Subs are 10/\$2 or the gamefee is \$5 which includes your sub.

27. POICTESME. Bruce Schlickbernd (6194 E. 6th St., Long Beach, CA 90814) has started these pretentious pages of pusillanimous patter and putrefaction. It is available for a mere 6 issues/\$1.00. Gamefee is \$1.00 extra.

28. CALIFORNIA REPORTS. Doug Beyerlein (330 Curtner Ave., Apt. 8, Palo Alto, CA 94306) puts out THE zine to get on ratings. For a sub of 10/\$2.00, you can't go wrong. It's a must for every serious Diplomacy player.



The following is believed to be a complete list of publishers who have game openings in regular Diplomacy in North America as of the end of August. If you are interested, I would recommend that you send any one of them a SSAE and ask for a sample copy of their gamezine. This way you can get an idea of the zine that you would like to play in.

1. Gordon Anderson, Suite #823, 24 N. Wabash Ave., Chicago, Illinois 60602
2. Joseph Antosiak, 422 East Ave., La Grange, Illinois 60525
3. Jim Benes, 16 W 450 Honeysuckle #112, Hinsdale, Illinois 60521
4. Jim Bumpas, 948 Loraine Ave., Los Altos, California 94022
5. Randy Christopher, 15170 Colombet Ave., San Martin, California 95046
6. John Coleman, 277 Curry, Apt. #10, Windsor, Ontario, Canada N9E 2F4
7. Robert Correll, 44 Rawlinson Ave., Toronto, Ontario, Canada M4P 2M9
8. Don Efron, 1823 Dacotah Dr., Windsor, Ontario, Canada N8Y 1S4
9. Dan Gorham, #8 Ravenna St., Asheville, North Carolina 28803
10. Jeff Key, 6918 NW 78th Terrace, Kansas City, Missouri 64152
11. Dave Kadlecsek, 1447 Sierra Creek Way, San Jose, California 95132
12. Anthony Kniaz, 3975 Haverhill, Detroit, Michigan 48224
13. Len Lakofka, 644 Briar Pl., Chicago, Illinois 60657
14. Richard Loomis, PO Box 1467, Scottsdale, Arizona 85252
15. John Mirassou, Rt. 2, Box 623AC, Morgan Hill, California 95037
16. Hal Nuas, 1011 Barrett Ave., Chula Vista, California 92011
17. Steve Nozik, 810 Melissa Dr., Oxford, Ohio 45056
18. Doug Ronson, 864 Ingersoll Ct., Mississauga, Ontario, Canada L5J 2S1
19. Scott Rosenberg, 182-31 Radnor Rd., Jamaica, New York 11432
20. Bruce Schlichbernd, 6194 E. 6th St., Long Beach, California 90803
21. Peter Shamray, PO Box 24872, Los Angeles, California 90024
22. Steve Solomon, 17240 Lake View Dr., Morgan Hill, California 95037
23. David Truman, 2558 Bevan Ave., Sidney, B.C., Canada V8L 1W6
24. George Wallace, Jr., 9950 Reseda Blvd., #13, Northridge, California 91324
25. Mike Worthington, 2022 Price Ave., Knoxville, Tennessee 37920

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